

# PAUL ARTIGE

## UE5 Dev - Game Designer

More than five years of experience in video games and content creation.  
I'm dedicated to game and system design, blueprint development, finding solutions, and optimizing the product.  
Three serious games shipped as a Game Designer.  
One multiplayer indie game shipped as Lead Developer.

### CONTACT

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🚗 Driver license

### EDUCATION

- Master's degree in Game Design  
ARTFX, Montpellier (2018-2020)

- Film realization & Video montage  
ACFA multimedia, Montpellier  
(2013-2016)

### SKILLS

- Game and Level Designer
- Script Writing and documentation
- Producing
- Steamworks
- Blueprint UE5
- Rig Animation
- Video Editing
- Music

### SOFTWARE SKILLS

- After Effects / Premiere / Vegas
- Photoshop
- Audacity / Cubase
- Unreal Engine 4/5
- Unity
- Blender
- Office Suite
- Google Workspace
- Jira / Trello

### LANGUAGES

- Native French
- Technical English (B2)

### WORK EXPERIENCE

#### NoReply Studio (2023 - 2026)

Montpellier, France

##### Co-founder & Game Designer.

Co-founded and ran an indie studio, overseeing business management and creative direction. Technical, marketing & commercial documentation.

##### Lead Developer (UE5).

Primary developer on 2 projects using Blueprints, Data Tables, Online multiplayer, Sequencer Cinematic, and Save System.

##### Steam Publishing.

Managed the full Steamworks pipeline, including Steam Direct account setup, SteamPipe depot configuration, build deployment across branches, and store page creation.

#### Gamabilis (2019 - 2022 )

Paris, France

##### Game & Level Designer.

Wrote and maintained game and level design documents, crafted story narratives aligned with client expectations, and iterated on UX polish based on playtest data.

##### Project Lead.

Managed two production centers end-to-end, prioritizing and assigning tasks, tracking milestones, and adjusting project scope to meet budget and deadline constraints.

##### Production & Marketing.

Integrated and updated game design metrics directly in the engine, organized playtest sessions, and produced video trailers for game titles.