



# Hi! I'm Bastien Blasser

GAME DESIGNER

[Portfolio](#)

[Linkedin](#)

[Itch.io](#)

What I lack in experience I make up for in enthusiasm and determination. I believe that under the right mentorship I can apply my Game design skills I've acquired during my studies and my personal projects in order to meet your expectations and more !

## PROJECTS YOU NEED TO SEE 01

July- Sept 2023

### OPERATION WOLF RETURNS : FIRST MISSION

QA Tester - Virtuallyz Gaming

- Reported bugs to game designers and developers.
- Set up a spreadsheet to prioritize bug reports.
- Repeatably tested game scenes.
- Loop through a walkthrough of the game.
- Provided suggestions for improving the game's pacing.

January 2023

### MEADOWLARK

Game Designer - Personal Project

- Scripted events and mechanics in Unreal Engine.
- Wrote story and documentation for combat prototype.
- Implemented audio for game.
- Collaborated with team to ensure alignment of mechanics and audio with story and vision.

Dec 2021-Jan 2022

### BREAK IN THE LOOP VR

Game Designer - School Project

- Created solvable puzzles in cooperation between VR and reality.
- Programmed puzzles and events using the Unreal Engine Blueprint.
- Wrote extensive documentation for the team.
- Ran playtesting sessions.
- Implemented all audio into the game.



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## SKILLS & EXPERTISE 02

- Creative
- Critical thinking
- Curious
- Interpersonal
- Perseverant
- Teamwork

Unreal

Unity

Atlassian

Documentation

Prototyping

Creative Cloud

## WORK EXPERIENCE 03

### QA TESTER

Virtuallyz Gaming

July 2023 - Ongoing

### Bartender

Village Viglamo

July 2022 - Sept 2022

## EDUCATION 04

### Game Designer Bachelor Degree

2020 - 2023

Brassart, Aix-en-Provence

### Sound design experience

2019-2020

Acfa Multimédia, Montpellier

## HOBBIES 05



Scuba diving



Horror genre



Japanese Culture