Célien Descamps

Game Designer / Level Designer / Narrative Designer

descampscelien@gmail.com +33 6 52 93 39 56 Portfolio Linkedin

LANGUAGES

French
Native language

English
Professional working proficiency

SKILLS

Unreal Engine 5.x & Unity 2022+
Level design, Visual scripting, Engine fundamentals

Maya
Modelling, Prop creation, Texturing, Rigging, Animation

Adobe suite
Image Editing, UV and Normal map editing, Logo creation

Microsoft Office Suite
Proficiency in all software

PROFESSIONAL EXPERIENCE

2025 – Present
Paris, France

Producer; Lead game designer; Programmer; VFX artist, *Coatyl Studio*
Founded and manage a 4-person video game studio. Responsible for team leadership, prototyping, and administrative operations.

2024 – 2025
Paris, France

QA tester & game designer, *Gamabilis*
6-month full-time position as QA Tester on three serious games; designed the tutorial for one of them, on Unity

PROJECTS

2025 – Present

Producer; Lead Game Designer; Programmer; VFX artist, *Project Jester*
Under NDA for Coatyl Studio, 3D Rogue-Lite game on Unreal Engine

2023

Game designer; Level Designer, Lead Game artist; VFX artist, *Forescythe*
3D Brawler with dimension-shifting mechanics

EDUCATION

2021 – present
Paris, France

Bachelor in Game design, *ISART DIGITAL*

INTERESTS

Tabletop Role-Playing Games — Created 4 original games and have been a Game Master for 12 years | **Medieval Reenactments** — Passionate about medieval history; active armoured fighter (sport known as *Béhourd*) | **Astronomy** — I hold a 3-year university degree in Geology and once aimed to become a Planetologist