

Game Designer

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Game Designer since 2021, I worked on two released games, indie and AAA. I specialize in **gameplay systems, technical game design and UX**, but I always go beyond to help out in **UI, Tech Art and Programming**.

Experience

Freelance Game & UX Designer

from July 2025

- System Design & Game Feel
- Wireframes, userflows, Figma Prototypes
- UI Assets, Animations, Shaders
- Integration in UE5/Blueprints and Unity 6/C#

Technical Game Designer

Maschinen-Mensch
March 2023 - August 2025

- Designing and implementing **multiplayer gameplay elements from concept to release**: enemies, obstacles, abilities, objectives
- **Designed a game mode** for a sequel that addresses **players' concerns**, focuses on the **game strengths** and was chosen as **the company's next focus**.
- Presented designs to fix overlooked flaws and built **prototypes for low-hanging fruits**
- Layed out **efficient data structures & tools for design work** in the engine
- Analyzed the game state proactively to give actionable insights using tools such as **Systemic Game Design** and **MDA Framework**.
- Implemented & animated **10+ UI Screens** in the final game.

Gameplay Programmer

Ubisoft
April 2021 - September 2021

- Multiplayer feature using **client-side prediction, server rollback, server reconciliation**
- **Bug fixing** on AI Behavior Trees, score system, gadgets and ultimates and more.
- Creating **data-driven tools for technical game designers**.
- **Avoiding regressions & matching code style** on a 10 year-old codebase.

Education

Master's degree in Game Design at Cnam-Enjmin – **Best student game at BostonFIG 2022**
Engineering Degree from Ensimag – **Best Computer science student in France 2020**

Skills & Tools

Game Design

System Design
Enemy Design
3Cs, Progression

UX Design

Wireframes
Userflows
Figma prototypes

Development

Prototyping, Integration
Mathematics

Languages

English: Fluent (TOEIC 990/990)
French: Native

Engine

Unreal 5 - C++/Blueprint

Engine

Unity 6 - C#

Shaders

GLSL / HLSL

Versioning

Perforce / Git

Documents

Google Suite, Notion, Miro

Producing Tools

Codecks, Jira