

THÉO CASELLI

TECHNICAL COMBAT DESIGNER

PORTFOLIO

theocaselli.com

EMAIL

theo.caselli@gmail.com

PHONE

(FR) +33 643 352 444

LINKEDIN

linkedin.com/in/theo-caselli

PROFILE

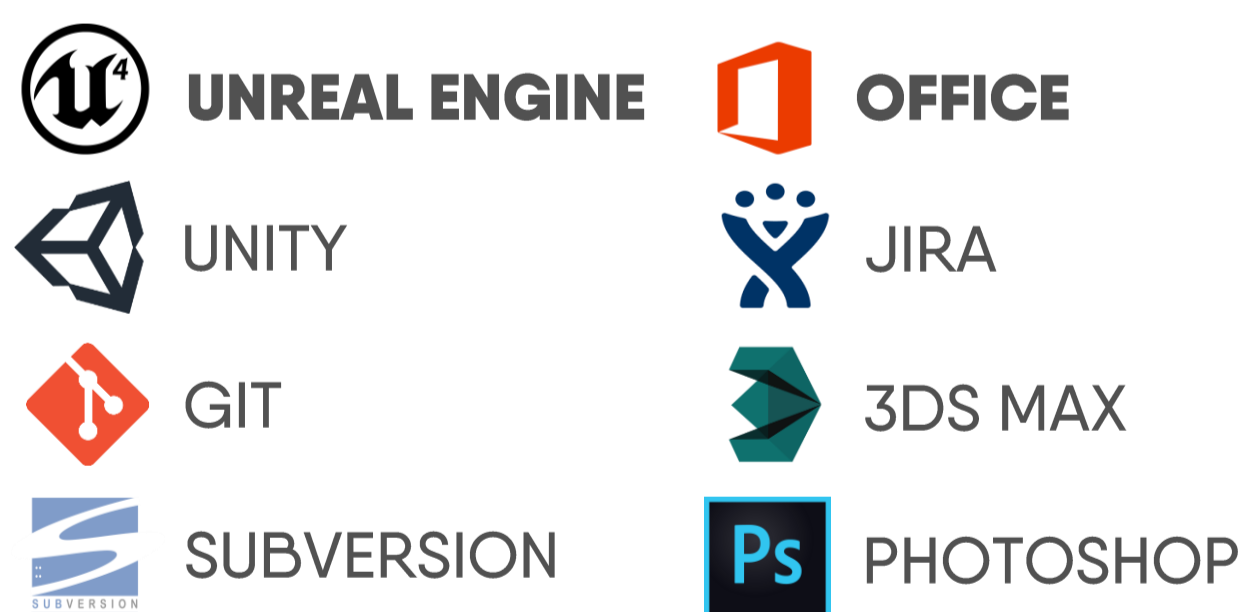
I've been working for more than 2 years as a technical game designer specialized in combat from playable characters to boss design. I'm proficient with **Unreal Engine 4** but I'm always open to learn new engines.

My goal is to keep developing my skills as a **Combat Designer** for AA or AAA companies.

PROFESSIONAL SKILLS

- **Fine-Tuning and Balancing** elements to keep them consistent within a defined System.
- **Implementing** different elements of the game by using engine build-in tools.
- **Designing** focused on system and combat. I'm used to analyze and adapt systems.
- **Communicating** with technical and non-technical teams through documents.
- **Quick Prototyping** various mechanics and systems using blueprint or C#.

SOFTWARE



LANGUAGES

FRENCH
Native Speaker

ENGLISH
Fluent

INTERESTS

- I'm a huge **Animation** enthusiast. I've attended the Annecy International Animated Film Festival for 10 years straight and I especially have an interest in Japanese Animation. My favorite studios are Kyoto Animation, Ufotable and Production I.G.
- I'm fond of philosophical **Literature** of the 18th century, I also have a guilty pleasure for licentious literature from the same period.
- I love **system-based game**, with a bit of execution such as Fighting games or Hack'n'Slashes, I'm also very fond of J-RPGs and T-RPGs. Few of my favorite games are Bayonetta, Dragon Quest VIII and Tekken 7.

PROFESSIONAL EXPERIENCE

SIFU / Combat Designer

JANUARY 2020 – In progress / SLOCLAP →

Sifu is a **3rd Person beat'em up** made with UE4. You play as a young kung-fu student in their quest of vengeance.

- Character moveset design and in-game implementation
- Bosses design and in-game implementation
- Write documents to exchange with artists & programmers
- Design & Implementation of secondary features (Tutorial, Training Room, Scoring system etc...)

PROJECT C / Technical System Designer

JULY 2019 – JANUARY 2020 / DAREWISE →

Project C is a live **open-world multiplayer** online game where players join clans and build societies.

- Character skills and stats design and implementation
- Feedback Implementation with network replication
- Balancing and bug fixing in patches

PERSONAL PROJECTS

TOXIC PINK / Technical Combat Designer

APRIL 2018 – JUNE 2019 →

Toxic Pink is a **3rd Person character action game** made with UE4. You follow Lana, a model for a drink brand and henchman of a mafia.

- Design & Programming of the playable character
- Writing documents to communicate around the project
- Fine-tuning and balancing the combat/character
- Implementation of various elements such as the UI

EDUCATION

SEPTEMBER
2014 – JUNE
2019

GAME DESIGN & MANAGEMENT
SUPINFOGAME RUBIKA – Valenciennes/France

A **Master degree** focused on design rules, team management, prototyping with various engines and drafting proper documents.

SEPTEMBER
2011 – JUNE
2014

HIGH SCHOOL DIPLOMA
GABRIEL FAURE COLLEGE – Annecy/France

Degree focused on **literature** and **fine arts**.