

Antoine Pezzulo

GAME DESIGNER

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SKILLS

Game Design

Gameplay systems, player experience, mechanics design

Level Design

Progression design, difficulty balancing, pacing

Programming

Gameplay implementation, prototyping

Tools

Unity, Godot, Figma, Excel, GitHub, Notion

PROJECTS

Reflect

01/2026

Personal Team Project (3) — 2D Puzzle / Action

- Designed and produced 40 levels, using Godot.
- Focused on learning curve, pacing, and player guidance.

Mouse Knight

12/2025

Academic Team Project (7) — 3D Brawler / Platformer

- Contributed to game design, level design, UI/UX, and art direction within a multidisciplinary team.
- Implemented gameplay features in Unity and collaborated using production tools.
- Participated in iterative development to improve player experience.

METRO

03/2025

Academic Solo Project — Ongoing Personal Development | One Button Runner

- Designed and developed a complete gameplay experience from concept to playable build.
- Implemented core mechanics, player controls, and game feel in Unity.
- Managed the full production cycle including prototyping, testing, and polish.

EDUCATION

Bachelor in Game Design

2024 – 2027

ISART Digital

Paris

Preparatory Program (HEC track)

2023 – 2024

Intégral prépa

Paris

Baccalauréat in Mathematics

2021 – 2023

Lycée Emmanuel Mounier

Paris

LANGUES

English

Professional proficiency

French

Native

Spanish

Conversational

PASSIONS

Cinema — Strong interest in visual storytelling and animated films. | **Music** — Enthusiast of underground rap scenes and emerging artists. | **Game Design & Indie Games** — Actively exploring innovative mechanics and experimental player experiences.