



CLÉMENT NOWACKI

GAME DESIGNER

WHO AM I?

After several years of QA, I decided to resume my studies in game design. I am now looking for the next project in which I can put my motivation and creativity.

PORTFOLIO

clementnowacki.com

SOFTWARES

Engines:

- UE 5 (integration, blocking)
- Unity (C#, integration, blocking)

Design :

- Adobe, Microsoft and Google suites (creation of visuals and videos, presentations, data manipulation)
- JIRA (bug reporting)

CONTACT

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LANGUAGES

French	Native language
English	Fluent
Korean	Notions

HOBBIES

I enjoy history, sociology and the humanities in general. I use my passions to create video content for social networks (Twitch, TikTok etc.).



RECENT EXPERIENCES

◆ Line Designer - Intern

Unannounced projects

Nacon (Feb. 2024 - July. 2024)

- Provide regular **feedbacks** to NACON partner studios on various **design issues**.
- Regular **meetings** with studios to ensure production monitoring.
- Ensure the relevance of feedback with **benchmarks**.
- Creation of analysis standards and quality expectation documents.

• Game Designer

Master's degree (Sept. 2022. - Jan. 2024)

- **Level design**, balancing, 3Cs, and assets integration in **Unreal Engine 5**.
- **Lead** and coordination with teams of different sizes (4 to 15+ people) to bring projects to fruition
- **Code** and **design** of an alternative controller game made with **Unity** selected and presented at **GDC 2023**

◆ QA Analyst

Hardspace : Shipbreaker

Focus Entertainment (Sept. 2020 - Mar. 2022)

- Ensure the **quality** of the **PC** version of *Hardspace: Shipbreaker* as QA Analyst.
- Report bugs in **English** and track issues via **JIRA**.
- Close collaboration with developers during weekly meetings in English.

◆ QA Tester - Intern

AFTER-H - EVA : Esports Virtual Arenas (Sept. 2019 - Mar. 2020)

- Testing of virtual reality first-person shooter AFTER-H, including arcade, Steam and **500 m²** freeroaming arena versions.
- Participation in **Paris Games Week** 2019 as a team representative.
- Use of **Trello** and **Google Sheets** for bug reports and creation of customized test sheets.

DIPLOMAS

Master of Game Design

IIM, Nanterre, France (Sept. 2022 - Jan. 2024)

Bachelor of Game Design

ICAN, Paris, France (Sept. 2016 - May 2019)