



Hi! I'm Arthur Brosson

GAME DIRECTOR

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arthurbrosson.notion.site

With over **6 years** in the video game industry, I've contributed to the **game design, level design of 9 shipped titles**, and more recently to the **game direction** of two titles. What matters most to me is collaborating with **caring, creative, and passionate individuals** to bring **innovative experiences** to life.

PROFESSIONAL EXPERIENCE



GAME DIRECTOR | VR STUDIO LDLC
November 2023 - Present

I led the project's vision and execution, aligning creative direction with the license and delivering a high-quality VR experience. I oversaw all aspects, guided the team, and ensured milestones were met.

LEAD GAME DESIGNER | VR STUDIO LDLC
October 2021 - November 2023

As Lead Game Designer on 4 titles, I led design, mentored a small team, collaborated across departments, and provided daily feedback on game features

GAME / LEVEL DESIGNER | VR STUDIO LDLC
November 2019 - October 2021

I contributed to game design, level design, and player interactions. I ensured levels were engaging and optimized for VR experiences.

INTERN GAME DESIGNER | VR STUDIO LDLC
May 2019 - November 2019



QA TESTER | STUDIO PANGO
January 2017

I tested game features, reported bugs in Jira, and worked with developers to resolve issues, ensuring a smooth user experience



INTERN GAME DESIGNER | BAÏKIN STUDIO
January 2016 - August 2016

I designed 7+ levels and boss, ensuring engaging gameplay and balanced difficulty, while iterating based on team feedback



GAME DESIGNER & PROD | STUDIOSTUDIO
STUDENT ORGANISATION 2014 - 2016

I worked on game design, producing, and showcasing, releasing 3 PC and mobile games.

SKILLS & SOFTWARES

- Documentation and presentation
- Communication with all teams
- Leadership
- Strategic decision-making
- Risk management
- Artistic vision
- Adaptability & problem-solving
- Feedback and iteration
- Market & industry knowledge
- Grant applications (CNC & Local)
- Technical understanding
- Game Design, Level design & building...

Main : Microsoft Suite, G suite, Adobe suite, Unity, Sourcetree, Jira, Confluence, Miro

Secondary : Unreal Engine & Blueprints, Hammer, Blender


EDUCATION

Master's degree - Game Prod.
2017-2019
Bellecour Ecole - Lyon, France



Bachelor's degree - Game Design
2014-2017
Bellecour Ecole - Lyon, France

Tech. High school degree - Art
2011-2014
Studio M - Toulouse, France



HOBBIES



Games
Whaaaaat ?



Reading
Chasing the One Piece, not deadlines



TCG
Shuffling my life savings



Model kit
Perfectionist at 1:100 scale



Cinema
Mostly Shrek 2



And more
Passion overload specialist