



# GAME DIRECTOR • LEAD DESIGNER

## ARTHUR BROSSON

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I design games that know who they're for. **A game for everyone is a game for no one**, and **8+ years** across puzzle, adventure, combat, and shooter only sharpened that belief.

Level design is where I started and the craft I keep coming back to, before growing into game design and game direction. **12 titles shipped, direction on 2**, level design on 9. I like a smooth game feel, a sharp pitch, and the unexpected idea that earns its place.

## PROFESSIONAL EXPERIENCE

### GAME DIRECTOR | VR STUDIO LDLC

July 2023 – Present · 2 shipped titles

- Drove **game vision** on a **licensed IP**, aligning tone, narrative and structure with the **Naheulbeuk franchise**.
- Coordinated with **license author** and **partner studios** from **initial pitch through final delivery**.
- Owned new project concepts end-to-end: **pitch decks**, prototypes, leadership presentations.
- Managed **milestones**, quality standards and **grant** applications
- Translated **player analytics** into actionable decisions.

### LEAD GAME & LEVEL DESIGNER | VR STUDIO LDLC

October 2021 – November 2023 · 4 shipped titles

- Led **game and level design** on Darkensum, Gang of Dummizz, Rune Tales: Underground and Jolly Island.
- Mentored up to 3 designers via reviews and feedback.
- Owned **level intent documentation** and blockout presentations.
- Led **playtesting cycles** and tuned **game feel** for VR constraints.

### GAME & LEVEL DESIGNER | VR STUDIO LDLC

November 2019 – October 2021 · 3 shipped titles

- Designed levels from **greybox to final dressing** on Catch the Dragon, Mission NAR-6 and Rune Tales: The Citadel.
- Built **spatial composition, flow and onboarding** for **casual VR audiences**.

### INTERN LEVEL DESIGNER | VR STUDIO LDLC

May 2019 – November 2019

- Shipped production-quality VR levels within months.

### INTERN QA TESTER | STUDIO PANGO

January 2017

- Tested features and reported issues in **Jira** on a **mobile game** for kids, to ship a **smooth user experience**.

### INTERN LEVEL DESIGNER | BAÏKIN STUDIO

January 2016 – August 2016

- Designed **7+ levels and boss encounters** on Magibot, a 2D **puzzle-platformer**, iterating with playtesting feedback.

## SKILLS AND TOOLS

### LEAD & DIRECTION

- Creative vision
- Project pitching
- Licensed IP collaboration
- Team mentoring
- Cross-team coordination
- Grant applications (CNC and local)
- Player analytics & data-driven decisions
- Milestone & risk management

### LEVEL DESIGN

- Greybox to final dressing
- Level documentation
- Pacing & player flow
- Level layouts across multiple genres

### GAME DESIGN

- Core mechanics & 3Cs
- Game feel tuning
- Multiplayer design
- Progression & balancing
- FTUE & Onboarding

### TOOLS

- **Mostly** : Unity, Jira, Confluence, Miro, Sourcetree, Adobe Suite, G Suite
- **Occasionally** : Unreal, Hammer, Blender

## EDUCATION



Bachelor's & Master's degree  
Game design & management  
2014–2019  
Bellecour École – Lyon, France



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

## HOBBIES



**TCG**  
Designing custom cards for friends decks



**Reading**  
Chasing the One Piece (Long-term commitment)



**Hiking**  
Gotta touch grass for references