

Matthias JOHAN

Game Designer

AI, 3Cs and systems

CONTACT

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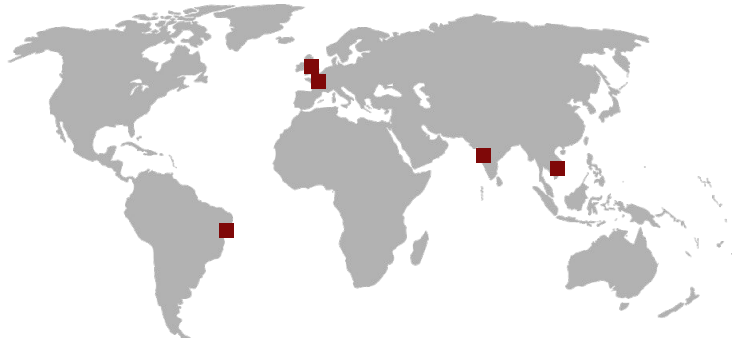
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📍 Newcastle, UK

Driving license

PLACES I'VE LIVED IN



PROFILE

French and Belgian

Multicultural background

Communicative

Proactive

Documentation

Presentations

Prototyping

EDUCATION

Game Design & Management M2

2018 to 2020

Supinfogame – RUBIKA [📍](#)

Valenciennes, France

Game Design Bachelor

2015 to 2018

Supinfogame – RUBIKA

American Middle & High School

Escola Americana do Recife [📍](#)

Recife, Brazil

LANGUAGES

French | Native

English | Bilingual

Portuguese | Fluent

Dutch | Learning (native)

Spanish | Learning

EXPERIENCE

AI Designer at People Can Fly [📍](#)

Newcastle, UK - Unannounced action AAA

Mid | January 2023 to now

- Briefs and documentation for AI archetypes
- Prototyping in Unreal Engine 5

Game Designer at Ubisoft Reflections [📍](#)

Newcastle, UK - Unannounced open-world AAA

Mid | April to December 2022

- 3C, progression, and customization features
- Feature ownerships

Junior | September 2020 to April 2022

- 3C features
- Documentation, presentations and balancing

Game Designer at Ubisoft India Studios [📍](#)

Pune, India - Unannounced linear solo AAA

Intern | June to September 2019

- AI and Controls design
- Prototyping in Anvil Engine

Intern | August to September 2018

- GDDs and templates for Level Designers
- Game achievements

Game Designer at Gameloft [📍](#)

HCMC, Vietnam - Advergaming for mobile games

Intern | June to August 2015

- GDDs and presentations
- Communication with game artists

TOOLS

UE5 | Blueprint proficiency
Unity | C# basics
Git | Perforce proficiency

Jira expert
Confluence expert
Wwise basics

3DS Max basics
Suite Office intermediate

DESIGN SKILLS

Rational Game Design
3C expertise
AI expertise

Pitching
Presentation
Playtesting

Technical Design Documentation
Visual language
Balancing

MANAGEMENT SKILLS

Motivational leadership

Crisis management

Certified Scrum Product Owner[®]

PERSONAL PROJECTS

Producer, Game Designer, and Presentations | Unity

7 people | October 2019 to May 2020

Battle Cars (car battle royale) [↗](#)

Creator, selected for the Cannes International Boardgame Festival 2016

5 people | September 2015 to November 2017

Ha'Garta (strategy boardgame) [↗](#)

Lead Designer | Alternate Controller selected for GDC 2018

5 people | February to March 2018

Mark Wars [↗](#)

INTERESTS

Volunteering Paris Games Week, IndieCade Europe, Spiel Essen Boardgame Festival

Sports Fitness (4x a week), climbing, yoga, futsal (3 years), volleyball (5 years)

Music 90s Hip Hop, Daft Punk, piano (10 years), guitar (2 years), music streaming channel [↗](#)

Passionate about Brazilian culture, American slangs, tea, old motorcycles, flags

GAMES

Sports and Racing Need For Speed series, Burnout 2, SSX series, Tony Hawk Pro Skater 3

Immersive Sim Deus Ex, Dishonored, Bioshock

Indie Braid, Fez, Mark of the Ninja, Everything

FPS Halo 3 and Halo Reach (competitive), Unreal Tournament 2004, Battlefield 3

REFERENCES

Anderson Jerome, Game Designer in my team at Ubisoft India Studios in 2018 and 2019
andersontanjerome@gmail.com

Quan Le, Game Designer in my team at Gameloft in 2015

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