

CÔME RICHETTA

Game Designer

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EXPERIENCE

Spiders | Ivry-sur-Seine

2023 - 2026

- Game designer (internship, then full time)
- **GreedFall : The Dying World's** early access, then full release and post-launch support.
- **Unannounced** action-RPG vertical slice.

Supinfogame RUBIKA | Valenciennes

2018 - 2023

- Game design and management course
- Bachelor's certificate (2021)
- Master's degree (2023)

SKILLS

GAME DESIGN

- Focus on system design, mainly revolving around **combat** and **3C**.
- Can set up and use a complete **documentation** pipeline.
- Used to **prototyping** and making iterations of systems to test them in real conditions.

SOCIAL AND COMMUNICATION

- I speak **French** (native) and **English** (bilingual), having lived abroad for most of my life.
- Can **communicate** efficiently within the workspace hierarchy, whatever the team's size.
- Used to work alongside coworkers from **various fields of work**, from animation to engine programmers.
- Eager to receive criticism to **improve myself** and give constructive feedback to help others.

SOFTWARE

- Used to **Excel** for asset management and documentation.
- Basic knowledge of **Unreal Engine's** blueprint.
- Comfortable with the **Atlassian** suite (Jira, Confluence)

LATEST PROJECTS

GreedFall : The Dying World | Spiders

Game designer

- Redesigned **combat**, enemies and RPG elements with the new game design team.
- Integrated **interactive objects**, puzzle and quests items alongside level designers.
- Integrated skills, enemies and **bosses**, alongside animators and gameplay programmers.
- Created a **glossary** and overwatched game design localisation.
- Worked on **balancing** equipment, skills and enemies.

Unannounced action-RPG | Spiders

Combat & 3C designer

- Wrote **game design documents** on combat, 3C and stealth.
- **Prototyped** and iterated quickly on owned features using the house's Silk Engine.
 - *Build available for testing.*
- Created and **organised** the design data files in the trunk for the rest of the design team to use for project kickoff.

ABOUT ME

I started making video games wanting to create and share, but I learned to cherish working in a team of people who are as **passionate** about their work as me.

Outside of video game development, I am a **musician**, **tabletop RPG** player, designer and master, as well as an aspiring **cook** looking for lab rats.

"Looking forward
working with you !"

