WILLIAM GAUTHIER

-

SENIOR GAME DESIGNER

I have 6+ years of experience, I worked on 3 Mobile Live Games (Arrow Fest, Rabbids Coding, and Minion Rush), 30+ Prototypes in Mobile and VR, and I also have Education experience.

Being the bridge between development and Art, I create New gameplay features, Level Design, Game Mechanics for prototype and Live Ops. I would be happy to share my Agile and Management skills as well that I strenghten by being a Team Lead.

I mainly worked on Unity and I am experienced in using UX and UI tools (Photoshop, Figma) alongside clear documentation (Notion, Confluence).

INFO

✉ williamgauthier1989@gmail.com

📞 +84867327745

📍 Hanoï, Vietnam

in www.linkedin.com/in/wgauthier/

🌐 https://wgauthier.weebly.com/

🎓 Master Video Game Director 2016
Rubika, SupinfoGame, France

PROFILE

French / Native
English / Bilingual
Spanish / Basic
Vietnamese / Learning

15 Countries visited
5 Countries inhabited

Muay Thaï / MMA / Savate
Surf / Hiking

Game Jam / Paint Warhammer
Cinema / Music / Webtoon

PROFESSIONAL EXPERIENCES

02 / 2023
01 / 2021
LEAD GAME DESIGNER | ZYNGA / NANOTRIBE
Casual & Hypercasual from Prototype to Live Ops | Unity
• Design Live ops features to Reach 40 Million Downloads with Arrow Fest and Managed a team of 12 (Artist, dev, GD)
• Create Events, A/B Tests, create customized Levels to boost retention by 25% and Reach Top 1 Casual with Arow Fest
• Design and Managed 30+ Prototypes (3 teams of 3)

ACTIVE
05 / 2019
SENIOR GAME DESIGNER, TEACHER | FREELANCER
Casual, VR, PC, AI, Teaching | Unity, HTC Vive
Clients: NANO TRIBE, UBISOFT, SPOON.IA, DIGI-ACTIVITY
• Ubisoft: Reshape Rabbids coding to Mobile reaching 100K+ Users
• Spoon IA: Designed a VR and Totem AI experience for 2 clients
• Digi-Activity: Design and Teach Unity Playground and Construct

12 / 2020
08 / 2020
GAME DESIGNER | UBISOFT / KETCHAPP
Hypercasual prototypes | Unity
• Designed and Managed 6+ prototypes (3C, Gameloop, LD)
• Analyze KPIs and suggest improvements accordingly
• Pitch New Game Concepts and ideas on a weekly basis

07 / 2020
11 / 2019
PROJECT COORDINATOR | FUSION JEUNESSE
Teaching & Mentoring | Construct 3
• Created courses, Construct 3 tutorials, and Taught for 5 schools
• Secure the continuity of the Project for the following years
• Managed Relationships with schools & Ubisoft Mentors

04 / 2019
02 / 2018
PROJECT MANAGER | METIDIA
Mobile, Web, Application | Construct 2 & Unity
Clients: Areas, BNP, Groupe Casino, Pilote, Nash, Valeo
• Designed, Manage, and delivered 5 Games for clients
• Improved Workflow and Pitch Game Ideas to Various prospects

11 / 2017
05 / 2017
PROJECT MANAGER | SMART VR
VR experience B to B, B to C | Unity & HTC Vive
Clients : Akka Technologies, Spie Batignoles, Prim'Arte
• Created the scenario and Game Design of 5 VR experiences
• Set up and supervise the experiences in Events and shows

SKILLS

UNITY, GITHUB / Level Design, UI, Tweaking & Balancing, Create Builds

UX-UI / Adobe Suite &Figma: Conception/Creation of UX & Interface

Mobile / Designing Hypercasual Games, Economy & Monetization

VR / Designing interactive experience