RESUME

DAVID SACOMANT

GAME DESIGNER / LEVEL DESIGNER

20 years designing original games, from Nintendo consoles to the **Unreal Engine** and **Unity 3D** engines. Publishers: **Ubisoft, Take-Two, Deep Silver, Southpeak, DTP Entertainment, Bulkypix**.
My focus: **bridging the technical and art teams**.

20 YRS	21	10	8
IN THE INDUSTRY	PUBLISHED GAMES	FREELANCE CONTRACTS	RELEASE PLATFORMS

CONTACT

LOCATION	Le Haillan · Bordeaux, France
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SKILLS

- Game & Level Design **21** projects
- E-learning / Training **6** projects
- UX / UI, Web & Apps **5** projects
- Digital comics **3** projects
- Events **6** projects
- Photography / Video **6** projects

ENGINES

Unreal Engine · Unity 3D · id Tech 3 · The Sandbox · N2I Engine · Cocos2D-X

TOOLS

Claude Code · Photoshop · After Effects · Blender · Premiere Pro · Articulate Storyline

EDUCATION & PROFILE

Education — IUT Bordeaux III (2006), 2-year DUT, Communication Services & Networks (MMI).

Languages — French (native) · English (intermediate).

Interests — Board games · cinema & film scores · DSLR photography · writing.

Game jams — Took part in 8 game jams: Ludum Dare (72h jam), 7DFPS, and won the CanardPC 2015 game jam.

EXPERIENCE

Managing Director · Game & Level Designer — Emedion 2010 – present · Partner
Managing director and head of production, game/level design. Games, interactive comics, edutainment, e-learning.

Senior Level Designer — The Sandbox 2024 – 2025 · Freelance
Level design of online experiences and advergames on the metaverse platform (NFT).

IT Technician — Casiweb 2017 – 2021 · Freelance
Network installation and maintenance as a contractor.

Founding Member — int13 2009 – 2013 · Partner
Co-founded the studio: level design & QA.

Game & Level Design Trainer — AMTV School 2008 – 2010 · Freelance
Taught level & game design (level building, mechanics).

Game Designer — Lexis Numérique 2007 – 2010 · Full-time
GDD, level design, balancing, tech/art liaison.

Level Designer — Magic Pockets 2006 · Internship
Designed all the levels (beat'em up / side-scrolling) of Ghost Rider (GBA).

Founder — Cyber-Dimension 2000 – 2006 · Non-profit
Organized video game events: 6 LAN parties, 1,170 attendees in total.

KEY PROJECTS

2024 — Hidden Cats Invade Venice
Emedion · Steam · Hidden Object

2014 — Bardadum
Emedion · iOS / Android
Puzzle game

2013 — Beyond Perception
Game jam 7DFPS · PC
Puzzle game

2012 — AR Defender 2
int13 – Bulkypix · iOS
Augmented reality

2010 — N2I Engine
Emedion · iOS / Android
Interactive comics engine

2008 — Tales of Elastic Boy
Lexis Numérique · WiiWare
Platformer

2007 — Imagine Modern Dancer
Lexis Numérique – Ubisoft · Nintendo DS · Rhythm game

2006 — Ghost Rider
Magic Pockets – Take-Two · Game Boy Advance · Beat'em all

2005 — Thinking Bunny
int13 – Orange · Pocket PC
Puzzle game