


PHILIPPE DUHAMEL





GAME DESIGNER · GAMEPLAY PROGRAMMER · UNITY DEVELOPER


CONTACT



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 Bruay-sur-l'Escaut · 59860 · France

SKILLS



GAME DESIGN

- Systems Design
- Combat Design
- Level Design
- Prototyping & Itération
- Balancing

DEVELOPPEMENT

- Gameplay programming (C#)
- Unity Engine
- Integration (UI, audio, animation...)
- VFX with Unity (Shuriken)
- Debugging & Optimisation

PRODUCTION

- Independent Game Development
- Project Management & Scheduling
- Small Team Coordination
- Collaboration with Publishers
- Agile Methods

TOOLS



Unity



C#



Git/Svn



Photoshop

LANGUAGES



French: native
Anglais: working proficiency



PROFILE

Extensive experience in independent game development, from prototyping to release. Founder of Square Squid and developer of Bibots, published by Plug In Digital.



EXPERIENCE

2024 - 2026 ● GAME DESIGNER · GAMEPLAY PROGRAMMER FREELANCE

WILD & SWEET

Gameplay design and development for several independent projects using Unity

- Design of gameplay systems and mechanics
- Gameplay development in C#
- Integration of art, UI, and audio
- Iteration, balancing, and optimization

Projects:

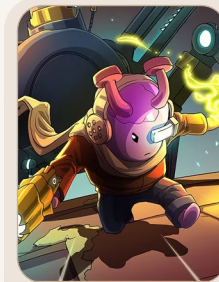
- Eleonore · Welcome to Burry

2018 - 2024 ● FOUNDER · GAME DESIGNER · GAMEPLAY PROGRAMMER

SQUARE SQUID

Development of the indie game Bibots, published by Plug In Digital.

- Design of gameplay mechanics and systems
- Gameplay development and C# architecture in Unity
- Integration of UI, animations, VFX, and content
- Production management and team coordination
- Optimization, debugging, and polishing
- Collaboration with the publisher, funding, and marketing



BIBOTS

An action roguelike developed using Unity, available on PC and mobile

- ✓ Game shipped (Steam · Epic · GOG · Google Play · App Store)
- ✓ End-to-end production
- ✓ Small independent team
- ✓ Production · Design · Development · VFX · UI
- ✓ Funding (Plug In Digital · Pictanovo)

2016 - 2018 ● GAME DESIGNER · C# developer

ISART DIGITAL MONTREAL · FINAL STUDY PROJECT

Development of Chromablast, a 2.5D fighting game.

- Combat and character design
- Game balance
- Unity C# development
- Animation integration



EDUCATION

2016 - 2017 · ISART DIGITAL MONTREAL · Game Designer Degree

2014 - 2016 · ISART DIGITAL MONTREAL · Video Game Mechanics Design (AEC NWE.05)