



FÉLIX-ANTOINE DÉSY

GAME DESIGNER

Montreal, QC 

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[LinkedIn](#) 

SOFTWARES



TECHNICAL SKILLS

- Blueprints
- Animation blueprints
- Environment Query System
- Behavior Trees
- Sound Design
- VFX

PERSONAL SKILLS

- Leadership
- Critical thinking
- Independant
- Communication
- Bilingual

INTERESTS

- Video games
- Music composition
- Sound Design
- Climbing
- Winter sports

PROFILE

Versatile and passionate Game Designer, I am driven by collaborative projects that require creativity and dedication, and I am always striving to push the boundaries of the player experience.

GAME DEVELOPMENT EXPERIENCE

The Hollow Gate - Third Person Soulslike - UE5 (July 2025)

- Developed an open-world level with diverse points of interest
- Designed an engaging combat system
- Implemented a Darks Souls-inspired progression system
- Created adaptive AI responding to player behavior using a token-based system

Shards of Solace - Third Person Roguelike - UE5 (June 2025)

- Designed 3C for gameplay combining melee and ranged combat
- Implemented a dynamic and flexible camera system that adapts to player actions
- Developed a modular item system offering deep mechanics and high replayability
- Created enemies with varied and engaging behaviors, including a final boss

Mental Load - Isometric Tower Defense - UE5 (April 2025)

- First prize winner (*EJVM Spring Jam 2025*)
- Developed multiple towers with varied behaviors, optimized for the game's unique gameplay
- Designed a randomized and incremental progression system

RELATED EXPERIENCE

- Certificate in Level and Game Design → *EJVM* (2024-2025)
- Director of Operations → *Studio Solution* (2021-2024)
- Bachelor's degree in Jazz Composition and Performance → *UdeM* (2018-2021)