




# 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
- Proactiveness
- Communication
- Bilingual (French/English)

## 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

### **Solar Pact** - First Person Adventure - UE5 (September 2025)

- 3C design
- Player movement abilities and interactions
- Deep combat system
- Puzzle design
- Layered progression systems
- Enemy and boss design
- Planned Steam release in June 2026

### **Ashes of Oaths** - Third Person Soulslike - UE5 (July 2025)

- Open world level with points of interests
- Soulslike combat and progression systems
- Token based AI system

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

- 3C design for fast-paced combat and movement
- Modular item system
- Design of a variety of enemies and a boss

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

- Game jam winner (*EJVM Spring Jam 2025*)
- Design and implementation of towers
- Random and incremental progression system

## OTHER 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)