ENZO MEDINA
Game Designer

Designer with Technical & Producer skills.
Working on a 2D puzzle game on my spare time.

📞 (+33) 783.932.662
✉️ contact.emedina@gmail.com
🌐 enzo-medina.com

SKILLS

- Unity, Unreal Engine 5, Game Maker
- C#, C++, C, Java, Python
- Prototyping, Game Balance
- Jira, Clickup, Trello
- Git, Perforce
- Draw.io, Excel, Miro, Confluence, Figma
- French, C1 English **(IELTS 7.5 / 9)**

AWARDS

Ubisoft University Contest 2023
After School

Award
- Best Art Direction and Production

Nominations
- Best Prototype
- Best Quality of the 3C
- Best User Experience
- Best Technical Challenge and Innovation

Gamejams (8 participations)

- Cross-Cultural Impact - **Creativity Award**
Awarded by Unity and Games For Change

- WonderJam 2022 - **Winner**
Awarded by Ubisoft Saguenay, Beenox, Frima

- EMMI Jam 2022 - **Winner**
Awarded by Ubisoft Bordeaux, Shiro Games, Asobo Studio

ORGANIZATIONS

Vice-President | Gaming club
Captain League of Legends teams
2018 - 2022

- Tournament **organizer**
- **Manager** of 2, 3 and 7 student teams
- **Winner** Dragon National League

EXPERIENCE

January 2023 - Present | Montreal
Studios iLLOGIKA - **Game Designer**
Independent video game studio of 65 people

Working on the design of **Merge World**, a strategic hexagonal match-3 mobile IP, from pre-production to live ops

- Coordinated a multi-disciplinary team of **10+** 👤
- Planned, prioritized and estimated tasks for game updates
- Designed metaprogression, monetization, game economy
- Worked on dozens of animations using **DOTweens**
- Iterated on mechanics and FTUE through analytics
- Made 300+ levels

I also worked as a technical designer, testing technologies such as Roblox and UEFN (*Unreal Engine for Fornite*).

June 2022 - August 2022 | Internship
Dronisos - **Unity Programmer**
European leader in drone shows, composed of 30 engineers

- Added tools for choreographing drones following splines

EDUCATION

2022 - 2024 | Canada, Saguenay
UQAC - **University of Quebec at Chicoutimi**
Master's degree in video games
GPA: 4.04

- Creating prototypes on Unity / Unreal Engine 5
- Balancing gameplay, creating game concepts and **GDD**

2018 - 2024 | France, Bordeaux
ENSEIRB-MATMECA - Computer science
Graduate Engineering degree

- OOP (**C++**, **Java**) and programming (C, Python, JS)
- High level algorithms and **mathematics** (algebra, analysis)

OTHER PROJECTS

November 2023 - May 2024 | Montreal
ISART School - **Mentor (Game Design)**
Mentored 2 teams of 15 students

February 2023 - April 2023
Ubisoft University Contest 2023 - **Team leader**
Unreal Engine 5 | 8 👤 and 2 mentors from Ubisoft

- Designed and balanced all game systems
- Managed 7 programmers with task assignments

July 2022 - January 2023
Neshkan - **Personal Design project**
Fan-art champion in the League of Legends universe