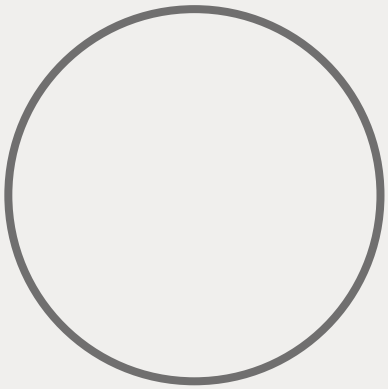
ANTOINE
DE SEGUINS

Game Designer & QA Analyst



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EXPERIENCE

Indie Game Developer — 2023 - 2026
Independent Projects

Designed games and prototypes through personal projects and game jams, including a Unity racing prototype featuring a custom Arduino controller.

QA Analyst — 2020 - 2022
Focus Entertainment - Paris

Performed a wide range of QA activities on PC and console titles, including functional, regression and compliance testing. Collaborated with international development studios to identify issues, track bugs, and improve game quality.

Game Designer — 2018 - 2020
LeavinRoom - Paris

Designed and hosted immersive escape room experiences, creating and refining puzzles and narratives as both Game Designer and Game Master.

EDUCATION

Bachelor Game Design — 2013 - 2017
ICAN - Paris

Participated in student and game jam projects, gaining experience across various aspects of game development, including game design, prototyping, documentation, QA and visual design.

SKILLS

Game Design
Gameplay, Prototyping,
Level design,
System design,
Documentation,
Custom controllers

Quality Assurance
Test plans, Bug tracking
Functional testing,
Regression, Compliance
AI-Assisted Workflows
Community feedback

Languages
French (native)
English (fluent)

SOFTWARE

- Unity
- Unreal Engine
- Jira
- Git / GitHub
- Microsoft Office
- Adobe Suite