

# Benjamin Nossin

- Game Designer -



## Professional work

June 2023 – Oct. 2023 THEN Sept. 2024 – Feb. 2025

SERIOUS GAME DESIGNER (Hybrid, Creative, Card game)

SymbiOse Ecosystème – Paris, France

- Designed and prototyped based on the client's brief
- Playtested regularly with the team or external volunteers
- Provided scientific popularization of key subjects (AI, CSRD, Creativity, Psychosocial Skills)
- Documentated the game for various stakeholders
- Wrote Linkedin blog posts via the team's account

Aug. 2022 – Oct. 2022

TECHNICAL GAME DESIGNER (Hero-Shooter, MOBA)

Abstraction – Valkenswaard, Netherlands

- Implemented Gameplay with a proprietary tool
- Documented that tool for other designers
- Presented champion gameplay concepts to Lead Designer

Jul. 2022 – Aug. 2022

DESIGN CONSULTANT (Puzzle-Platformer)

Matthieu Lu – Paris, France

- Defined the game pillars and core mechanics
- Provided initial designs for the game systems and content
- Helped on Worldbuilding and Storytelling

June 2021 – Sept. 2022

SYSTEMS DESIGNER (Management)

Abbey Games – Utrecht, Netherlands

- Reorganized core components (tags, set collections)
- (re)Designed some biomes (Forest, Ocean, Taiga)
- Designed, implemented and tuned Gameplay Mechanics

Oct. 2020

GAME DESIGNER, PROJECT MANAGER (Beat 'em All)

SonicGamer1180 – Boston, USA

- Came up with multiple game concepts for the client
- Designed character and enemy mechanics
- Improved the client's subscriber count with a custom game

## Academia

Oct. 2023 – June 2024

TECHNICAL GAME DESIGNER (Hack 'n' Slash)

Rubika Supinfogame – Valenciennes, France

- Scripted content-creation tools
- Scripted Google Spreadsheet integration tools
- Scripted a tiny search engine within Unity
- Integrated game designers' content and wrote Technical Documentation

Feb. 2022 – June 2022

GAMEPLAY PROGRAMMER, PROJECT MANAGER (Puzzle)

Rubika Supinfogame – Valenciennes, France

- Formalised Design Documentation
- Integrated content created by Design and Art team
- Scripted a tool to improve puzzle creation and iteration

Feb. 2021 – June 2021

AI PROGRAMMER (Action-Adventure)

Rubika Supinfogame – Valenciennes, France

- Scripted all the AI Behaviors
- Ensured proper AI/Gameplay communication
- Built a tool for early Gameplay iteration

Sept. 2020 – Jan. 2021

DESIGNER, PROGRAMMER, MANAGER (Roguelite-Shooter)

Rubika Supinfogame – Valenciennes, France

- Worked on Level, Gameplay and AI Design
- Programmed the game in Unity3D
- Set up a project roadmap and weekly meetings

Sept. 2019 – Jan. 2020

GAME & LEVEL DESIGNER (War Boardgame)

Rubika Supinfogame – Valenciennes, France

- Worked on the first and final level
- Designed character gameplay
- Wrote the campaign story introduction

## Languages

FRENCH : Fluent  
ITALIAN : Fluent  
ENGLISH : C2  
SPANISH : B1

SCIENCE-FICTION  
PHOTOREPORTING  
FRENCH LITTERATURE

PERFORMING ARTS  
SUSTAINABLE COOKING  
ECOCONSTRUCTION

PERMACULTURE  
PLAY SCIENCE  
COOPERATION

## Degree

Sept. 2019 – June 2024

GAME DESIGN & PROGRAMMING (Master)  
Rubika Supinfogame – Valenciennes, France

Sept. 2014 – June 2019

HUMANITIES & PERFORMING ARTS (Master)  
Paris X – Nanterre, France

Sept. 2004 – June 2014

PIANO AND PERCUSSIONS (CEM)  
Conservatoire Hector Berlioz – Paris, France

## Design Skills

- Serious Game Design
- Facilitation & Debriefing
- Pitch Decks
- Design Documents
- Writing & Worldbuilding
- Gameplay, Systems & Content
- Technical Documents
- Tools & UX Design