

Hugo KOENIG

Game Designer & QA Tester

✉ hpa.koenig@gmail.com 📍 Paris, France 🔗 Portfolio 🔗 LinkedIn

SKILLS

Game Design

Documentation - 3C - AI & NPC - Economy - Data driven

Level Design

Intentions - Paper - Blocking - Difficulty - Pace - Layout

Softwares

Unity - Unreal Engine - Figma - Excel - Jira - Confluence

Softskills

Adaptability - Problem solving - Teamwork - Presentation

PROFESSIONAL EXPERIENCE

Game & Level Designer, Arkrep, Contract

Nov 2022 – May 2024

While working on an unannounced **3rd person RPG** in **Unreal Engine 5**:

- Level Design for a vertical slice, showcasing all the game features
- 3C, combat, system and AI design
- UI / UX
- Documentation creation and update

QA Tester, Virtuos, Internship

Mar 2022 – Aug 2022

While working on **TES IV: Oblivion Remastered** and a co-op DLC of **Marvel's Avengers** :

- Bug reporting
- Pre-production documents
- Game Design and QOL feedback
- Test pipeline organization
- Onboarding of new team members

EDUCATION

Game design master's degree, Isart Digital Paris

2019 – 2023

Preparatory class in game design & programming, Isart Digital Paris

2018 – 2019

Bachelor's degree in hotel and tourism management, Vatel Bordeaux

2012 – 2015

PROJECTS

Nodelinker, Personal project

Nov 2024 – May 2025

While working on an **spell programming game** on **PC**:

- Game concept and documentation
- System and economy design
- 3C design
- Level design of the environment and enemy waves
- Game balancing

LANGUAGES

French — Native | **English** — TOEIC C1

INTERESTS

Sports

Tennis - Football - Esports

Games

MOBA - Roguelite - Narrative

Drawing

Abstract - Naive