

## VIDEOGAME PROJECTS

### HELL OF A JOB - UE 5 - 33-PERSON TEAM

GAME DESIGN  
FOCUS ON 3C  
DEVELOPMENT



Rumble and sabotage throwing skulls in a fast-paced 1 versus 1

### GOLEM ARENA - UNITY - 11-PERSON TEAM

"BEST TECHNICAL CHALLENGE AND INNOVATION" - UBI GAME LAB

GAME DESIGN  
PROJECT MANAGEMENT  
DEVELOPMENT



Magnetism, tactics and emergent gameplay in chaotic golem duels

### HEARD - UNREAL ENGINE 5 - 3-PERSON TEAM

GAME DESIGN  
USER EXPERIENCE  
DEVELOPMENT



Exploring on stilts and maintaining a mutual relationship with birds of prey

## PROFESSIONAL EXPERIENCES

### CHILDREN'S ENTERTAINMENT

ANIMAGERIE, MONTRÉAL  
LA PARTAGERAIE, SAINT-PIERRE D'ALBIGNY  
UFCV & TELLIGO, SUMMER CAMPS  
TEMPORARY ANIMATOR, MONTPELLIER  
ALSH LE LUDO, ST AFFRIQUE  
ELEMENTARY SCHOOL CONDORCET, JACOU  
LA MAISON DES ENFANTS, TEYRAN  
SINCE 2019

Designing and animating games for children and teenagers aged 4 to 17

### WEB DESIGN & INFOGRAPHICS

ANDRÉ MALRAUX LIBRARY, BÉZIER, 2021  
L'ARC EN MIEL, ST AFFRIQUE, SINCE 2015

# GABRIEL BONDIA

## GAME DESIGNER

### BIRTH DATE

MARCH 11TH, 2002

### ADDRESS

3722 ADAM STREET  
H1W 1Z2 MONTRÉAL

### PHONE

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### PORTFOLIO

[GABRIELBONDIA.FR](http://gabrielbondia.fr)

### OTHERS

#### CAR LICENSE

BAFA - FRENCH DEGREE FOR  
CHILDREN'S CARE, HIKING SPECIALITY

### HOBBIES

SCUBA DIVING  
1-STAR INITIATOR  
2-STAR DIVER  
TREKKING

### VIDEOGAMES

SUBNAUTICA  
SPLINTER CELL DOUBLE AGENT  
OUTER WILDS

## PERSONAL EXPERIENCES

### FESTIVAL DU FANTASTIQUE DE BÉZIER

2020 - 2021

Organization and communication around the 2nd & 3rd editions

### 3-MONTH IMMERSION IN GERMANY

2017

Schooling and family life as part of the B. Sauzay program

## STUDIES

### DIPLOMA IN NARRATIVE VIDEO GAME DESIGN

2024 - 2025, NAD UQAC MONTRÉAL

Narration-driven Game Design

### 5TH YEAR DEGREE IN VIDEOGAMES

2023 - 2025, PAUL VALÉRY MONTPELLIER

Ongoing

### 3RD YEAR DEGREE IN VIDEOGAMES

2022 - 2023, PAUL VALÉRY MONTPELLIER

Game, narrative and level Design, analytical and reflexive view of video games

## HARD SKILLS

3C, GDD, Rational Game & Level Design, gameplay loops, iteration through prototyping, procedural rhetoric

Ps Ai Id Pr Ae Pt



HTML, CSS, WordPress

C#, Blueprints, Python, GDScript, JS, PHP

French - Native

German - Good level

## SOFT SKILLS

Communication  
Teamwork  
Pedagogy  
Curiosity  
Organization