

# ALAN KILBY

## TECHNICAL GAME DESIGNER

I have experience working on teams of various sizes on different projects related to the video game industry. I'm versatile and can bring my experience to bear on a variety of technical and theoretical aspects of game design and development.



## SPECIALIZATIONS

- Writing game design documentation
- Technical Game Design
- Game system design
- Unity (C#, Custom Inspector, etc.)
- Unreal Engine (Blueprint, Widgets, etc.)

## PORTFOLIO

[www.alankilby.com](http://www.alankilby.com)

## SOFT SKILLS

- teamwork
- critical thinking
- problem solving
- written and oral communication
- autonomy

## CONTACT



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[www.alankilby.com](http://www.alankilby.com)



[LinkedIn : Alan Kilby](#)

## EDUCATION

### ICAN Paris - 2024

MASTER'S DEGREE IN  
GAME DESIGN

### SUPINFOGAME Rubika - 2022

BACHELOR'S DEGREE  
IN GAME DESIGN

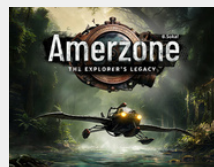
## PROFESSIONAL EXPERIENCE

### Technical Game Designer - Permanent Contract

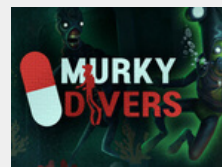
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SEPTEMBER 2024 - TODAY

Collaborated in :



Amerzone :  
The explorer's  
legacy - Microids



Murky Divers -  
Embers



Hot Lap Racing -  
Zero Games

- **Leading and coordinating** teams in the production of technical demos showcased at Gamescom, GDC, and Paris Games Week.
- **Authoring and maintaining** comprehensive technical and design documentation in both English and French
- **Designing and prototyping** AI-driven tools and gameplay systems in Unity and Unreal Engine.
- **Providing consultation** on the integration of AI-powered game systems within game projects for clients.

### Game Designer - Apprenticeship

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SEPTEMBER 2022 - SEPTEMBER 2024

- **Drafting** of design documents in English and French.
- **Designing** game systems (Combat, Crafting, Inventory, etc.).
- **Developing tools** in Unity and Unreal Engine.