



Merlin Ismet | GAME & LEVEL DESIGNER

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Dedicated to designing exciting and coherent user experience for any size projects.
Heavy proficiency in tweaking and polishing thanks to multiple QA testing and producer professional experiences.
My goals are to make a good game and to better a game.

PROFESSIONAL EXPERIENCE

PRODUCT QUALITY ANALYST

DEEZER | PERMANENT POSITION

- Providing feedback and analyzing other's feedbacks during the whole process of feature productions on user experience or application integrity
- Quality analysis: Functional UI (mobile and web), database, network reliability, API, logs...
- Automated test results analysis and writing for Web applications (Selenium / Javascript)

GAME & LEVEL DESIGNER | FREELANCE

Clients: DV Mobile, EDF, Vinci Energies, Centre Pompidou

- Game design conceptualization and documentation for clients
- Proof of concept in Unity (C#) for VR project funding
- Visual concept and level design documents creation

QUALITY ASSURANCE TESTER

QUANTIC DREAM | FIXED TERM CONTRACT

Worked on *Detroit*, *Become Human*

- Acting as main QA tester for several levels of the game
- Production of document test cases on game systems
- Manage task, bugs, and production oversight within Jira
- Provide qualitative user experience feedbacks to every internal departments

GAME & LEVEL DESIGNER / PRODUCER ASSISTANT

TRALALERE | PRO-TRAINING CONTRACT

- Game designing, level design creation, and integration for Datadecode (XML, HTML5)
- Level Designer for Gamecode (XML)
- Acting as a game designer consultant for other projects of the company

GAME DESIGNER / UX DESIGNER

VDC | FREELANCE

Worked on a still active project: Virtual Dream Center

- Design of UI elements and user experience
- Implementation of UI elements in Unreal Engine (blueprints)

QUALITY ASSURANCE TESTER

SPIDERS | TRAINEESHIP

QA Tester on *The Technomancer* and an unannounced project

GAME & LEVEL DESIGNER / PRODUCER ASSISTANT

NATHAN-SEJER | TRAINEESHIP

- Game designer and producer assistant on mobile applications series: ExoNathan (20 multi-platforms serious game app)
- Producer Assistant on global online services: I-Manuel
- UX Design and Programming of « Manuel Numérique » in Actionsript

ACADEMIC EXPERIENCE

GAME & LEVEL DESIGN MASTER | ISART DIGITAL

- Writing and Design techniques for video game production
- Application of production methods
- Team-based projects with other video game fields on professional development tools

PHILOSOPHY DEGREE | UPEC

Acquisition of the fundamentals in general philosophy

EXPERTISE

DESIGN

- Game & level design documentation and implementation
- Prototyping and iterative designing
- User experience analysis & playtest conducting
- Strong collaborator with internal departments (art, design, code, production)

ENGINES

Unity | Unreal Engine 4
Hammer (Valve) | Silk (Spiders)

SCRIPTING LANGUAGES

Unreal Blueprints | Javascript
XML | JSON | Bases of C#

SOFTWARES

- Documentation: Microsoft Office & Google Docs
- Visual Communication: Photoshop & InDesign
- Level designing Conception: Maya & Visio
- JIRA, SVN, Perforce
- Github

EXTRAS

- Agile management : Scrum / Kanban Estimation and Prioritization
- Wwise
- Ableton Live

LANGUAGES

French: mother tongue
English: TOEIC C1 professional proficiency

HOBBIES

- Current side project: UE4 prototyping of «[soul switching](#)» game
- Game designer assistant for a home brew tabletop role-playing game
- Recurrent participant of game jams
- [Merbin Hoord](#) co-author (webcomics)
- [Music Composition](#)
- Sport: Street workout and running

Last played games:

- Psychonauts 2
- Disco Elysium
- Doom Eternal

Most played games:

- Animal Crossing Wild Worlds
- Civilization 5
- Dota 2

2019 – ...

2017 – 2018

2016 – 2018
18 months

2016
10 months

2015 – 2016
10 months

2015 – 2016
3 months

2014 – 2015
14 months

2013 – 2016

2013 – 2013