

LINKS

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LinkedIn : Séléna Pavarino



CONTACTS

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Séléna Pavarino GAME / LEVEL DESIGNER

Looking for a job

EXPERIENCE

JUNIOR GAME DESIGNER (CDI) - VOXLER LET'S SING FRANCHISE

August 2024-December 2025 - 1 year 4 months
Game design - documentation - balancing - gameplay mechanics - wireframe - menu/screen help in UX/UI - competitive analysis - Full game release cycle (Let's Sing 2026) - Unity

JUNIOR GAME DESIGNER (CDD) - NORTHERN LIGHTS ENTERTAINMENT

October 2022-December 2023 - 1 year 2 months
Game design - documentations - balancing - gameplay mechanics (Station, quality of life, species, environmental risk, missions, events... - Data Analysis - QA), Narrative Design (quests, events, etc) - Unity

JUNIOR GAME DESIGNER (ALTERNATING) - NORTHERN LIGHTS ENTERTAINMENT

February 2021-August 2022 - 18 months
Game design - balancing - gameplay mechanics (Station, quality of life, species, environmental risk, missions, event... - Data Analysis - QA) - Unity

NARRATIVE/GAME DESIGNER (STUDENT PROJECT)

October 2021 - February 2022 - 6 months
Narrative Design - Storytelling - Environmental Storytelling Unreal Engine

GAME ANALYTICS (INTERN) - NORTHERN LIGHTS ENTERTAINMENT

March-August 2020 - Internship - 5 months
Data Analysis - Game design - balancing - gameplay mechanics (Space MOBA Combat, quality of life, species, environmental risk...) - Data Analytics Software (Unity Analytics) - Unity

GAME DESIGNER (STUDENT PROJECT)

January-June 2021 - Survival game - 6 months
Game Design Documents (Game Overview, Creative Brief, Road Map, Flow Chart, etc) - Narrative Design - Balancing - Trailer Unreal Engine

FORMATION

2017 - 2022

Master (Project Manager) :

Video Game Speciality – Game Design Option.

- | | | |
|---------------|----------------------|-------------------|
| • Game Design | • Marketing Analysis | • QA |
| • Gamefeel | • Game Overview | • Project Manager |
| • Narration | • Creative Brief | • UX/UI |
| • Scenario | • Level Design | • Model |



SKILLS

Program

- Unity
- Unreal Engine 4/5
- Figma
- Suite Office
- Photoshop
- Illustrator
- Premiere Pro
- After Effects
- Game Analytics
- Jira
- Mantis

Skills

- Game Design
- Narrative Design
- Level Design
- Storytelling
- Gamefeel
- Balancing
- One Page Design
- Project management
- Professional english
- Montages
- UI/Wireframe
- Softskills

INTERESTS

Video Games : Big player and fan of **League Of Legends**, ex-captain for an esports team in 2018, actual ADC for a feminine team, master peak.

Left 4 Dead 2, Civilization, A Plague Tale, Phasmophobia, FF14, Little Nightmares, Overwatch, Super Smash Bros, a lot of Cthulhu themed and/or narrative games..

But also **photography**, **drawing**, **montages**, **cinema** mostly horror, **travels**,

And a little of **escape games** and **cosplays**!

Swimming (8 years competition) and dance (6 years).