

Gabriel Lavogez

Game designer - System designer - Level designer

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Profile

Game and system designer with experience working on creative narrative games. Comfortable with designing unique mechanics and writing clear documentation with the Google Workspace. I love communicating with people!

Skills

Game Design

Intentions - Gamefeel - Communication

Level Design

Tutorials - Pacing - Implementation

Office Pack / Google Workspace

Word / Docs - PowerPoint / Slides - Excel / Sheets

System Design

Mechanics - Gameloops - Balancing




Narrative Design

Ludo-narrative consistency - Environmental storytelling

Programming

Unity Bolt - Unreal Engine - Python - HTML - CSS

Projects

- Oct 2025 – Present** **Game and System Designer on the multiplayer VR game "Phant-Home"**
ISART Digital, Paris
- Communicating vision and design objectives
 - Designing fun game systems and clear documentation
- May 2025 – Jun 2025** **Game and System Designer on the stealth console game "Dal-Riata"** 
ISART Digital, Paris
- Designed enemy systems and behaviors.
 - Maintained clear, detailed, and evolving documentation throughout production.
- Nov 2024 – Jan 2025** **Game and System Designer on the puzzle-platformer console game "Puddle saves the day!"** 
ISART Digital Paris
- Created an affordant character (a sponge), and designed original 3C based on it.
 - Crafted game feel around the character actions and environment.
- Mar 2024 – May 2024** **Game and Level Designer on the CCG mobile "Holy SLAM!"** 
ISART Digital, Paris
- Designed a subtle and engaging First Time User Experience.
 - Contributed to improving internal design tools alongside the programming team.
 - Designed unique gameplays tied to specific card families.

Education

Master's degree in Game Design

ISART Digital 

2022 – 2027 | Paris, France

Further education courses in arts and computing

TUMO Paris 

2020 – 2022 | Paris, France

Experience

Game design intern - Babasport

Feb 2025 – Apr 2025 | Paris, France

Designed a full treasure hunt with quests and storyline.

Babysitter - Kinougarde

Sep 2024 – Jan 2025 | Paris, France

Organized games and supervised a 7-year-old.

Languages

- French (Native speaker)
- English (Advanced)
- German (Elementary)
- Korean (Basic)

Interests

Ornithology and Botany

Learning behaviors and characteristics

Geopolitics

Studied worldwide political dynamics

Games

Designed board and video games