



# Melchior

## Reydi-Gramond

### Junior Technical Designer

pocormelchior@gmail.com  
0644027079

Professional, tenacious and team player.  
Aspiring expert in shooter balancing and mechanic engineer.

#### Skills :

##### Tech Design.

C# programming.  
Visual Scripting.  
Feature Implementation  
Engine work.  
Prototyping.

##### System Design.

Feature Design.  
Feature Expansion.  
Balancing.  
Documentation.  
Feature Prototyping.

##### Producing.

Documentation.  
Tool experiences.

#### Languages :

French - Fluent - C2  
English - Fluent - C2  
German - Intermediate- A2  
Russian - Beginner - A1

#### Diplomas :

Bachelor in Game-Design.  
GameSup.  
2022-2026.

#### Tools :



#### Experiences :

### Technical Designer

Psybreak - 05/2025 - FPS - Unreal engine - 1 year

\_Ai Programming : Conditionnal Behavioral system, Unreal Engine tree system.  
\_Feature Design : Weapon and tool design and balancing, 3C.  
\_Feature Programming : Detection system, Alarm system, Multiple scenario levels.

### Tech/System Designer

Hunting Shadows - 04/2025 - Movement FPS - Unreal engine - 1 month

\_Ai Programming : Combat, Zombie Behavior, Unreal Engine tree system.  
\_Feature Design : Weapon and tool design and balancing, 3C, Sneak system.  
\_Feature Programming : Detection system, AI Swarm/Crowd system, Sound system.

### Technical Designer

CastleVania : Noae's Colyseum - 12/2024 - FPS - Unreal engine - 1 month

\_Feature Design : Combat, Prototyping, Documentation, Testing  
\_Balancing : Documentation, Skillset tweaks, Character Archetyping  
\_UX : Extensive UI review, Deep control research, Extensive testing.

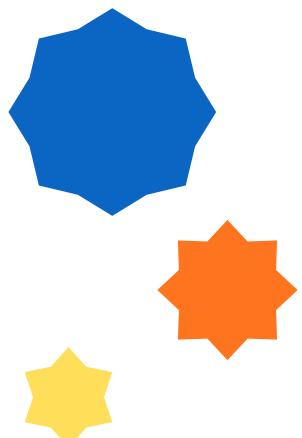
### Programmer/Generalist

Multi-realm Bungalow - 05/2025 - Management - Unreal engine - 3 year

\_C# Programming : Building, AI behavior, 3C, Inventory, Skills.  
\_Feature Design : Prototyping, Documentation, Testing  
\_Feature Programming : Implementation, Tweaks, Balancing.

#### Hobbies :

Modding video games.  
Playing complex strategic games.  
Learning guitar.  
Skateboarding.  
Mahjong (MCR).  
Breaking down and analysing video games.



Portfolio



LinkedIn