



Melchior

Reydi-Gramond

Junior Technical Designer

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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 - Begginer - 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 Programing : 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 Programing : 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 Archotyping
_UX : Extensive UI review, Deep control research, Extensive testing.

Programmer/Generalist

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

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

Hobbies :

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



Portfolio



Linked in