Richard Savann

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EXPERIENCE

> Norsfell Games Inc., Montreal, Quebec
Economic Game Designer   [January 2016 – Present]
www.norsfell.com

- Balance game economies and create in-depth simulations
- Analyse game metrics and provide detailed reports
- Design game features and monetization hooks
- Design game levels and rationalize the progression

> Vandal Games, Montreal, Quebec
Game Designer   [February 2015 – October 2015]
www.vandalgames.net

- Mainly work on the Game Design Concepts and communicate them to the team
- Elaborate the mechanics, different elements of gameplay and structure
- Work with the level designer to rationalize/conceptualize the levels
- Suggest and offer advice for the business model of F2P (ARM)
- Design new abilities, items and characters with the directors
- Playtest gameplay elements and review the game flow

> Green Dot Games Inc., Montreal, Quebec
Freelance Game Designer   [January 2015 – Present]
www.greendotgames.com

- Mainly establish the design workflow with the team
- Communicate with the other directors on design updates
- Systemize mechanics and ideas in collaboration with all the designers
- Design elements in link with the narrative aspect of the game, Forest Heart

> Broforce Ent, Montreal, Quebec
Freelance Board Game Designer   [June 2016 – Present]

- Balance game economy of game components in the board game
- Design game features and iterate on the game rules
- Playtest on Tabletop Simulator and pinpoint meetings

EDUCATION

> *Centre NAD, Montreal, Quebec (Graduated)*
Bachelor's Degree, Digital Design in Video Games   [January 2012 – January 2016]
www.nad.ca

- **Classes:** Fundamentals of 2D/3D Animation, Game Design Fundamentals, Systemic Design, Project Management, 3D Modeling & Texturing, Concept Art, Scripting, Game Engines, Video Game History, Screenplay, Aesthetic and Design Principles, Scenography

> *La Forge, Montreal, Quebec (Graduated)*
Certificate, Rational Level Design   [September 2015 – October 2015]
www.laforge.pro

- **Class:** Conceptualisation of Rational Level Design (RLD)

LANGUAGES

- **French:** native
- **English:** bilingual proficiency
- **Lao/Spanish:** elementary proficiency

SKILLS

- **General:** Game Design, Level Design, Monetization, Communication, UI, UX
- **Video Game:** Mobile, Web, Tablet, F2P, Strategy, Action, MOBA
- **Tools:** Word, Excel, PowerPoint, yEd, Photoshop, Illustrator, Confluence, Unity Engine, Unreal Engine, 3DS Max, Source Tree, Perforce, deltaDNA

ACTIVITIES

> **International Game Developers Association, Social Media**   [September 2014 – June 2017]
www.igdamontreal.ca/about-us

> **ISART Digital, Speaker**   [March 2016]
www.isartdigital.ca
Speaker presenting "My Own Approach in Game Development"

> **Global Game Jam, Designer**   [January 2017]
https://globalgamejam.org/2017/games/interstellar-death-club