

Charlotte Stern

GAME DESIGNER

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I tackle design with a **user-centric** approach, stimulated by **fast prototyping** culture and **rational** thinking. I am curious, motivated and rigorous. More about my projects in my [portfolio](#).

EXPERIENCE

2024-2025

Junior Game Designer

Ubisoft | *1 year and 6 months unannounced AAA game*

- Designing AI behaviour for a FPS tactical shooter game following the creative guidelines of the projet.
- Designing and following features from paper to in-house engine implementation.
- Collaborating with different teams to iterate on features up to the desired level of quality.
- Regularly testing the build to give feedback, check and track bugs and analyse the state of my features.

2023

Game Design intern

Ubisoft | *6 months unannounced AAA game*

- Working on AI features for a FPS tactical shooter.
- Iterating and tweaking design implementations on an in-house engine.

2022

Combat Design intern

Douze Dixièmes | *4 months on MIO: Memories in Orbit*

- Formalising a design proposition for the MC's combat tools focusing on depth and game feel.

2021

Enemy & Level Design intern

Douze Dixièmes | *2 months on MIO: Memories in Orbit*

- Designing & prototyping enemies (PPT/Unity).
- Prototyping levels in Blender & Unity.

SKILLS

Game Design

Documentation in Miro/Confluence, system formalisation (RGD, OCR loops, state machines), balancing in Excel, design presentations in PowerPoint and tracking documentations.

Scripting

C# prototyping in Unity, blueprint scripting in UE4.

Soft Skills

Communication and organisational skills. Critical thinking and constructive self-evaluation. Fast adaptation to new software and processes. Strong sense of collaboration and active listening.

EDUCATION

2021-2023

Master's degree in Game Design

Cnam-Enjmin | *Angoulême*

Specializing in game design through multiple projects focused on multidisciplinary teamwork throughout the program.

2018-2021

Bachelor's degree in Interaction Design

ICAN | *Paris*

Multidisciplinary degree with a focus on game design (bottom up, based upon toys and game feel) and the basics of programming and 3D modeling.

PROJECTS

2022-2023

Spike

Cnam- Enjmin | *4 months*

Working on creating a vertical slice.

Game design: core mechanics & game feel, enemy design, scoping, prototyping (Unity)

2020-2021

Ibatic

ICAN | *8 months*

Game design, UX Design, and project management on a 3D platformer published on Steam (Unity)

2020

Oui Oui Baguette

1st prize Sony & Media Molecule Dreams

Game design and mechanics scripting during a 48h game jam (PS4)

LANGUAGES

French/English native

INTERESTS

Pokemon TCG Pocket, The Last Of Us & Silksong
Bouldering & running
Eating good food :)