

Lélio Provenzale

Technical Game Designer

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pf Portfolio

in Lelio Provenzale

Skills

Hard Skills

- Technical Design
- Prototyping
- Enemy Design
- Visual Scripting
- AI Design
- Tooling

Soft Skills

- Communication
- Adaptability
- Cross-disciplinary Collaboration
- Presentation
- Meticulous

Engines & Tools

Tools

- UE Blueprints
- Gitlab
- Fork/ Perforce
- Unity Bolt
- Excel
- Jira & Confluence

Engines

- Unreal Engine 5
- Unity

Languages

- French
- English
- Native
- Full Professionnal

Hobbies

- Music
- Sport
- Prototyping
- Percussions | Guitar
- Crossfit | Windsurf | Boxing
- Personal Projects on UE5

Experience

Technical Game Designer - Gameloft Montreal

2024 - Today Disney Dreamlight Valley

- Technical Game Designer responsible for LiveOps events and Battlepasses (Set-Up, Debug, Integration)
- Creation of tools for automation and workflow optimization
- Integrated items in collaboration with art, narrative, and monetization teams

Game Designer - Studio Cut To Bits

2023 - 2024 Venture To The Vile Internship

- Designed, prototyped, and balanced enemies
- Created encounter design for multiple levels

QA - Virtuos Paris

2021 - 2022 Multiple Projects Internship

- Medal Of Honor: Above And Beyond, Mahokenshi, Outcast 2: A New beginning and other projects.
- Conducted testing, reporting, and bug tracking using Jira and Excel

Projects

Technical Game Designer - Isart Digital Montreal

2023 - 2024 Solstice Unreal Engine 5

- Responsible for the AI and Camera Tool Techs and Design
- Responsible for the Technical Animation and Technical Sound Design
- Tooling and Scripting of various gameplay elements

Education

Master's Degree - Game Design

2020 - 2024

- Studied on both Paris, FRANCE and Montreal, CANADA campuses
- Focused on Gameplay Design and Technical Game Design