



Samuel de Nicola

Junior Game Designer



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EDUCATION



**Bellecour -
Game Design Program**
Cross-disciplinary approach

2015-2018



**Objectif 3W -
C# et C++ Programming**
Reinforcing my autonomy

2024-2025

PROFESSIONAL EXPERIENCE

Game Master at Projet Dédale (Live Action Escape Game) - 2021-2023

- Leading groups, adapting to team dynamics and player profiles.
- Observing player reactions and managing unexpected events.

Hands-on experience in building immersive, real-time experiences.

Order Preparer - Denjean logistique - 2020-2021 :

- Teamwork in a high-pressure environment.

Manager - LeavinRoom (Live Action Escape Game) - 2019-2020 :

- Team training, behavioral observation and conflict resolution.

Developed interpersonal and behavioral analysis skills.

GAME PROJECTS

Game & Prototype Creation – Unity / Unreal

- Designed gameplay and narrative systems.
- Wrote various Game Design Documents.
- Coded in C# and C++.

TD-Survivor - 2023-2025

- Solo-dev under Unity.
- Audio integration via Ableton Live.
- Scope-based iterative design.
- Internal testing and player feedback loops.

Projects & documentation available here:

- denicolasamuel.wixsite.com/samuel-de-nicola
- <https://samoulele.itch.io/>

LANGUAGES

French
Native

English
Advanced

TOOLS



INTERESTS



Sports

Volleyball,
Swimming



Hobbies

Music, Cinema, Reading (Heroic Fantasy)



Travel

Polynesia, Australia, New
Zealand