

# ENZO MENEGAZZI

## GAME DESIGN

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 fluent  native

## EXPERIENCES

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### Founder & Developer at Eleven Dusks Studios Bordeaux / 2023-now

Released **Monastr**, a mobile game on Unreal Engine 5 developed alone alongside my job as an auto business



### Game Designer at Ubisoft Bordeaux Bordeaux / 2022-now

Core gameplay/3C design and localization integration on **BattleCore Arena**  
Design of the OWO Haptic System on **Assassin's Creed Mirage**  
AI & Machine Learning design on **Project Q**



### Development Tester at Ubisoft Bordeaux Bordeaux / 2021-2023

Responsible of Core gameplay/3C testing on **Project Q**

### Development Tester at Ubisoft Montréal Montréal / 2017-2021

Responsible of Core gameplay/3C testing on **Hyper Scape**  
Responsible of AI testing on **Rainbow Six: Siege Outbreak**



## PERSONAL PROJECTS

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### MONASTR

Arcade game solo developed on Unreal Engine  
Full production steps, from design to marketing  
10k+ download on Android

### DISCONNECTING PEOPLE

Game made for Ludum Dare 30  
Arcade PC game developed on Unity 3D  
#74 overall over 2538 games

### KINESIS

Puzzle student game developed on Unity 3D  
Grand Prize - Hits Playtime 2015  
Nominated - Game Critics MIG 2016  
Showcased - E3 & Geekopolis 2015

### ARCADIA

Self training project for an itch.io jam  
3C dash based design/analysis  
Solo developed on Unreal Engine

## SKILLS

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### DESIGN

Core/3C design  
Shooting mechanics  
AI design  
Feedback appreciation  
Mobile ecosystem  
Competitive ecosystem

### TECH

Engines (UE5, Anvil, Unity)  
Versioning (Git, Perforce)  
Prototyping (Blueprints)  
Programming basics (C++, C#)  
AI (Navmeshes, Trees...)  
Animation (Kino, Anim Trees...)

## EDUCATION

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**DESS in Game Design at Université de Montréal** Montréal / 2015-2016

**Bachelor in Game Design at ICAN Paris** Paris / 2012-2015  
Specialization C#