Madeleine Meranger

Content Designer

Contact
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Mobility
France & EU

Links
My LinkedIn account
My portfolio • My itch.io page

Profile

As a **content** designer, I strive to understand the game's **systems** and intentions, in order to **support** them and help build a memorable work of art. The **player's experience** is central to my work, as I believe putting myself in their shoes makes me a better designer.

I love to work closely with my **team** and other professions, like programmers and artists. To me, **communication** is key, and I take pride in creating **documentation** that is clear and easy to read, as well as making **presentations** to explain my work when needed.

Education

2024 - 2026 **Master's degree Game Design**
CNAM-ENJMIN

2021 - 2024 **DN MADE graphic design**
Jacques Prévert

Interests

I'm a fan of all kinds of games (video games, board games, TTRPGs...) and manual crafts. I love to read investigation novels and mythological tales.

Main projects

2026 **Rainbow Six Tactics - Internship - 6 months**
Solo turn-based strategy game



- **Content design** of bonuses, items & upgrades
- **Documentation**, presentations
- **Test**, tweaking & bug report

2025 **2 Kids in a Trenchcoat - School project - 3 months**
Couch-coop 2-player game with a twist



- **Concept** & **pitching**
- Alternative control method
- **Content design** of achievments
- **Testing & balancing** difficulty

2025 **Rock, Feather, Moss - Game jam - 1 month**
One-page RPG where you play as forest rangers



- **System design**, main game rules, character sheets...
- **Content design** of creatures
- **Layout**

Professional experience

2026 **6 month** internship at **UBISOFT Paris**
Position: **Game Designer Assistant**
Content design and general game design tasks, working closely with French- and English-speaking coworkers. Implementation and testing in **Unreal Engine**.

2023 **3 month** internship at **Leavin Room**
Position: **Gamemaster in an escape game**

Software known

Engines Unity • Unreal Engine

Organising Jira • Teams

Prototypes Figma • Twine • Excel • Google Sheets

Layout Word (Office suite) • Affinity Publisher
InDesign (Adobe suite) • Canva

Visual work Illustrator • Krita • Blender
Premiere Pro (Adobe suite) • DaVinci Resolve

Other skills

Languages French (fluent) • English (C2) • Esperanto (B1)

Other First Aid in Mental Health training
Driver's licence