

# TECHNICAL LEVEL / GAME DESIGNER

## THOMAS ABATE

### DETAILS

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🌐 [Web Site](#)



### LANGUES

- Français : Native
- Anglais : Professional

### SOFTWARE



### HOBBIES

Cooking, Climbing, Sports,  
Trading Card Collecting,  
Drawing, Video Editing, Theater

### SKILLS

- Teamwork
- Active listening
- Autonomy
- Verbal & written communication
- Intrinsic motivation
- Design
- Prototyping
- Video Editing
- Game Feel
- Level Design

### PROFESSIONAL EXPERIENCE

● Decembre 2023

La Vengeance de Metella

Project for the Montpellier Opera : **3 month / Team of 11 people**  
Game Designer, 3Cs

### PROJECTS

● May 2026

F\*\*\* This Job

Graduation Project : **9 month / Team of 24 people**  
Game Designer, 3Cs, Level Design

● Decembre 2025

Workshop Enviro Storytelling

Project of : **3 week / Team of 24 people**  
Game Designer, 3Cs, Level Design

● October 2025

Workshop JetPack

Project of : **1 week / Team of 3 people**  
Game Designer, 3Cs, Level Design

● June 2024

Heart of Darkness Remake

Project for Éric Chahi : **3 month / Team of 14 people**  
Game Designer, 3Cs, Cinématiques, Level Design

### EDUCATION

● July 2026

ARTEX

Master's Degree in Game Design

● July 2021

La Salle

Scientific High School Diploma (STI2D specialization)