Florian Charléty

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Montréal, QC · French, English

Game designer: gameplay, UX and narrative.
From Senior FQA on AAA titles to co-founder and design lead on ALEMOS.

Profile

Curiosity and listening are my first design reflexes. I enjoy passing on what I learn and helping the people around me grow.

From Film, I draw a sense of pacing and a logic of composition; from AAA QA, the habit of anticipating structural risks at design time. I turn both into documented systems and sets of constraints that bring out a project's strengths.

Right now, my focus is on developing the links between my systems, in service of immersion.

Skills

Design · Systems, mechanics, iteration, balancing, documentation, accessibility, narrative

Tools · Unreal Blueprint, Miro, Office Suite, Jira, Confluence, Photoshop…

Qualities · Proactivity, Integrity, Active listening

Professional Experience

Lead Game Designer
Jul. 2024 – Present
Postmeridian — *Montréal, QC*

- Co-founder and design lead on ALEMOS: Mist of the Highlands, a 3D narrative adventure and exploration game. Core team of 10; directing a programmer and a level designer, in regular contact with the creative director.
- Position the game within its genre to prioritize the right systems: environmental puzzles, scattered lore, backtracking that rewards searching. Drop the mechanics that pulled it away from that genre, including free throwing on Unreal physics.
- Set a pillar of immediate pick-up-and-play: one tool, the fishing rod, by turns grapple, weapon and pole. Switch 2 target and keyboard/controller parity, hence systems at a contained cost.
- Equip the team: staged experience document, lore distribution by exposure score, systems configurable through data assets.
- Pitch the project at the Game Créalab residency (Belgium): present designs to industry professionals, bring the funding dossier up to CNC standards.

Senior FQA Tester
Mar. 2023 – Oct. 2025
SIDE (formerly PTW) — *Montréal, QC*

- From new hire to senior in one year: improve workflow efficiency, build debug tools, document processes, train new recruits.
- Originated then led the specialized "Data" group on live AAA productions: track bugs and progression plans in Excel, align deliverables with the client daily.
- Training role covering team management, risk assessment and client communication. Bug reports became design ground there: slipping in a proposed solution rather than stopping at the report.
- Take up the internal training on offer: advanced Excel, Agile/Scrum frameworks.

LQA Tester
Sep. 2018 – Jul. 2019

GlobalStep — *Montréal, QC*

- First part-time steps in Montréal's video game industry, alongside film studies.
- Check French translations against their English source, then move across to FQA.

Personal Projects

Game Jams | *Prototyping, Scope, Git, Replication*
In 2023

- Design and fully program the prototypes, with art drawn from marketplace assets.
- Build a sharper sense of scope, of which mechanics actually work, and of collaboration, in a production context where efficiency comes first.
- Explore certain systems directly in the engine, and learn under pressure.

Projects: Archery Wave Defender, Inn Piling Up Challenge

UE5 Training | *Technical reinforcement, scalable systems*
2022 – 2024

- Build advanced custom systems for a 2D game in UE, and optimize their rendering (VFX, materials).
- Guided creation of multiplayer systems: a replicated multi-container inventory, a survival and building system with real-time preview.

Projects: Road To Temehani, Other Training (C++, Replication, GAS)

Education

Université de Montréal
2016 – 2019

Bachelor of Arts in Film Studies, video game stream – 87 of 90 credits — *Montréal, QC*

- Film history, analysis and criticism.
- Elective courses at the intersection of film and video games; introduction to Wwise and Unreal Engine.

Projects: My IMDb profile (*personal projects, not affiliated with the university*)

Lycée Jean-Baptiste Dumas
2013 – 2016

French Baccalauréat STI2D – secondary school diploma, technology stream — *Alès, France*

- Systems and Digital Technologies specialization: programming, networks and embedded electronics.
- Technical foundation reinvested today in Blueprint and C++.

Full case studies, with the design decisions behind them, are on my portfolio. Thank you for your interest.

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