

Florian Charléty

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Game designer focused on systems and UX.

From Senior FQA on AAA titles to co-founder and lead designer on ALEMOS (UE5).

Professional Experience

Game Designer

Jul. 2024 to Present

Postmeridian

Montreal, QC

- Co-founder of Postmeridian, where I serve as game designer on **ALEMOS: Mist of the Highlands**, within a passionate 9-person team.
- Responsible for the Design and Programming sections. I lead a programmer and a level designer, ensuring we align technical challenges with design and narrative intentions.

Tasks: Design, Prototyping and Documentation.

Skills: UE5 Blueprint, Cross-team collaboration, Accessibility

Senior FQA Tester

Mar. 2023 to Oct. 2025

SIDE (formerly PTW)

Montreal, QC

- In charge of a specialized QA "Data" group on AAA titles in active production: bug tracking, progression plans, daily alignment of deliverables with the client.
- I grew from tester to Senior by maximizing our workflow efficiency and training new recruits through a tailor-made recruitment process I built myself.

Tasks: Task management, Professional reporting, Career tracking

Skills: Client communication, Risk assessment, Teamwork, Proactivity

LQA Tester

Sep. 2018 to Jul. 2019

GlobalStep

Montreal, QC

- First steps in Montreal's video game industry, part-time during my film studies.
- Checking the fidelity of French translations against their English source, then moving into FQA.

Personal Projects

Game Jams | *Prototyping, Scope, Git, Networking*

In 2023

- Developed a better sense of scope, of mechanics that work, and of collaboration in a production context where efficiency comes first.

Projects: [Archery Wave Defender](#), [Inn Piling Up Challenge](#)

UE5 Training | *Technical grounding, scalable systems*

From 2022 to 2024

- Custom advanced systems for a 2D game in UE and optimization (VFX, materials). Replicated multi-container inventory, survival and building system with real-time preview.

Projects: [Road To Temehani](#), [Others \(C++, Replication, GAS\)](#)

Skills

Game Design: Vision for scalable systems, Design documents, Rapid prototyping

Tools: Unreal Engine 5 (Blueprint, C++), MIRO, Excel, Git, Jira, Confluence, IDE (Rider), Photoshop

Web: Next.js, TypeScript, Tailwind CSS, React

AI: Prompt engineering (personal site, company site, POE2 companion app)

Education

Université de Montréal

2016 to 2019

Bachelor's in Film Studies, video game option

Languages

French: **Native**

English: **Fluent**