

# SAAKACHVILI ALEXANDRE

GAME DESIGNER



## EXPERIENCE



### Nov 2024 / today - Game Designer

Pinpin Studio - hybrid casual mobile games for VODOO and HOMA (idle arcade, auto battler)

### June/ Sept 2023 - Game Designer (internship)

Terebris Games, level design, balancing, pacing, QA, engine integration (Unity)

### Sept 2021 / June 2024 - Sales Advisor

KIABI, cabins, checkouts, handling

### March / August 2021 - Banker Client Adviser

BNP Paribas, sales of financial products

### Juilly / August 2019 - Risk Management Advisor

Carrefour Banque, debt recovery, fraud cases



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## EDUCATION



### 2021 / 2024 - Game Design Bachelor

LISAA Paris Animation & Video Games

### 2017 / 2020 - Economics Bachelor

Panthéon-Sorbonne Paris 1



## SKILLS AND TOOLS

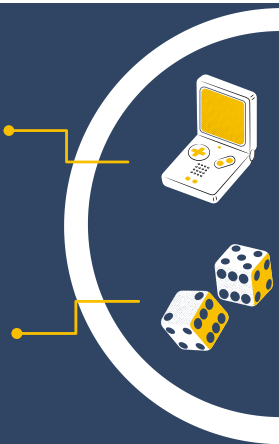
- Advanced level in System Design, Level Design, Pacing, Balancing, World Building, Wireframe, Monetisation, GDD
- Intermediate level in UE5 and Unity (visual scripting)
- Creative, team oriented, flexible, organized, smiling, caring



## PROJECTS

Kokoro Renzu combines exploration of a small open world with a card game. These two aspects are linked by a mechanic : photography

Invention of several board games and a role-playing system



## HOBBIES

Judo (black belt), Rugby, English Boxing, Badminton

Botany, Terrarium, Bonsaï, Cactus

French, Georgian, Indian, Chinese and Peruvian cookery

