



William Besnard

Game Designer & Developer

PROFILE

Game designer and developer with 14+ years in the industry, and design is my main hat. I have a software-engineering background and a hands-on approach to making games. I'm currently **Lead Designer at WarpFrog on Blade & Sorcery**, where I designed the **Crystal Hunt** update and its game loop, and wrote the game's entire lore, characters and plot. Alongside that I run **Jungle**, building and shipping modular Unity tools trusted by thousands of developers. I aim for my designs and systems to be clear, modular and feel good, and I ship them.

EXPERIENCE

Lead Designer

2023 – Present

WarpFrog · Blade & Sorcery (VR melee-combat sandbox)

- Lead designer on **Blade & Sorcery**, defining design direction across the game.
- Designed the **Crystal Hunt** update, including its core game loop and progression.
- Wrote the game's entire **lore, cast of characters and plot**.
- **Unannounced VR game**: meta and gameplay design, lore and character building, dialogue and plot.

Founder & Developer

2018 – Present

Jungle · Unity Asset Store plugin studio

- **Grabbit**: physics-based editor transform tools; *nominated Best Asset Store Tool*.
- **MonKey Commander**: a fuzzy-search editor command palette, and a well-known Unity workflow tool.
- **Selection Parrot** (advanced selection tools), plus **Octoputs**, a no-code 3D drag-and-drop framework in development (Asset Store launch 2026).
- **Jungle Core**: modular, data-driven runtime systems and gameplay framework for Unity.
- Run the studio end-to-end: design, engineering, support and marketing.

Creative Director & Lead Designer

2017 – 2023

Vile Monarch · indie studio · teams of 4–25

- Designed and implemented core game systems: camera, kinematic controller, dialog, notifications, 3D diegetic inventory, PhysX interactions, hit system, and a data-driven framework for designers.
- **The Last Alchemist** (farming & exploration) as Creative Director and Programmer; plus a multiplayer party game and a cancelled tactical action-RPG.
- Design consultant on **Floodland** (city builder) and **Weedcraft Inc** (management).

CONTACT

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BASED IN
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EDUCATION

Specialized Master's, Game Design

ENJMIN & Les Gobelins

Graduated 2013

Master's, Software Engineering

ICAM Engineering School

Graduated 2012

SOFTWARE

Unity & C# EXPERT

Unity Editor Tooling EXPERT

Spreadsheets EXPERT

Affinity / Figma / Photoshop EXPERT

Unreal (C++/BP) ADVANCED

Houdini ADVANCED

LANGUAGES

French Native

English Bilingual

Polish Conversational

🌿 EXPERTISE

Game Design

Systems Design

Narrative & Worldbuilding

Game Feel

Gameplay Programming

Tool Programming

Prototyping

Unity Editor

Live-Ops / Economy

🌿 SELECTED TITLES

🌿 Blade & Sorcery · VR melee sandbox

🌿 The Last Alchemist · farming & exploration

🌿 Floodland · city builder

🌿 Weedcraft Inc · management

🌿 Heroes of Paragon · RTS

🌿 Vikings Gone Wild · city builder

🌿 Mayhem Combat · brawler action-RPG

🌿 A FEW GAMES I LOVE

🌿 Inside

🌿 Zelda: Tears of the Kingdom

🌿 Super Mario Odyssey

🌿 Kerbal Space Program

🌿 Return of the Obra Dinn

🌿 WAYS TO CHILL

🌿 Climbing boulders

🌿 Writing horror & sci-fi

🌿 Music production & DJing

🌿 Growing mushrooms

🌿 Growing plants

🌿 EXPERIENCE (CONTINUED)

● Game Design Consultant

2020 – 2023

7 Levels & Duality Games

- Reviewed gameplay loops, interactions, metagame and narration across genres, from FPS-stealth to third-person adventure.

● Creative Director & Lead Designer

2015 – 2017

Vivid Games · 60-person team

- Lead gameplay designer for combat and multiplayer on **Mayhem Combat** (multiplayer brawler action-RPG).
- UE4 development in C++ & Blueprints; Unity combat prototype with a hitbox/hurtbox system, curve-based movement and loot systems.

● Senior Game Designer

2013 – 2015

EverydayiPlay · teams of 8–12

- Owned full design: gameplay, metagame, balancing, game feel, and AI scripting with behaviour trees.
- Heroes of Paragon** (RTS, team of 12) and **Vikings Gone Wild** (city builder, team of 8).

● Freelance Game Designer

2013 – 2014

Apprentice Player · 6-person team

- Pokol Pok** (educational/narrative): writing, design and programming; level design, world-building and animation.
- Built a cinematic framework on Unity's Playable API and Cinemachine.

● Software Engineer

2010 – 2011

Linear Technology

- Java development, automated testing, report generation, project architecture and code review.

🌿 ALSO

● Board Game Designer & Game-Jam Developer

2010 – Present

Personal

- 20+ game-jam games in Unity & UE4; an in-house Unity framework (asset management, PhysX, graphics, math/vectors, pooling, serialization, animation).
- Tabletop design: **Cytoplasm** (area control, 2014) and **Prestige** (bluffing / betting, 2015).