CANDIDATE PROFILE

Isabelle Moreau

Candidate for Lead Game Designer at Aurora Games

REFERENCE
MTP-2026-0353

DATE
October 27, 2026

CURRENT ROLE	LOCATION	AVAILABILITY
Senior Game Designer, Studio Lune	Montreal, Canada	Notice period: 2 months

SALARY EXPECTATION	WORK AUTHORIZATION	LANGUAGES
CAD 110,000 to 125,000	Canadian permanent resident	French (native), English (fluent)

SKILLS MATRIX

SKILL	EXPERIENCE	PROFICIENCY	NOTES
Systems and economy design	9 years	●●●●●	Shipped 4 live-service games
Prototyping in Unity	7 years	●●●●○	
Level and progression design	8 years	●●●●●	
Data-driven balancing	5 years	●●●●○	
Team leadership	3 years	●●●●○	Led a team of 9
Narrative design	2 years	●●●○○	

EXPERIENCE SUMMARY

PERIOD	EMPLOYER AND ROLE	KEY ACHIEVEMENTS
2019 to present	**Studio Lune** Senior Game Designer	Redesigned progression, lifting 30-day retention from 24% to 33%.
2016 to 2019	**Quebec Interactive** Game Designer	Designed the economy of a mobile title with 2 million players.
2014 to 2016	**Pixel Foundry** Junior Designer	Built levels and tutorials for two console releases.

ASSESSMENT

CRITERION	RATING	RECRUITER COMMENT
Technical depth	●●●●●	Impressive design portfolio and a clear way of working.
Communication	●●●●○	Articulate and visual, explains ideas through prototypes.
Leadership	●●●●○	Leads a team of 9 and gives credit well.
Motivation	●●●●●	Excited by the studio vision and the live-service plans.
Culture fit	●●●●○	Creative and collaborative.

RECOMMENDATION

RECRUITER RECOMMENDATION

Strongly recommended for interview

Isabelle brings proven live-service design and a strong leadership record. She is excited about the studio and is available in two months.

Your contact: **Giulia Moretti**, Senior Consultant · giulia.moretti@meridiantalent.com · +39 02 5550 1184