

Thomas de Rego

Principal Game Designer

derego.thomas@gmail.com | <https://deregothomas.wixsite.com/portfolio>

SUMMARY

Passionate Game Designer with 10+ years of experience designing games in a wide variety of genres, with a knack for large scale complex systems. Particularly interested in the mentoring of designers and the nurturing of design culture. Experience across a wide variety of teams, from 5 to 200+ people both in the indie and AAA space, on mobile and console.

PROFESSIONAL EXPERIENCE

Principal Game Designer
Compulsion Games

June 2021 – June 2026

Unannounced project | May 2025 – June 2026

- Responsible for the design and vision behind the player progression and the metagame structure, systems and economy.

South of Midnight | June 2021 – April 2025

3rd person action adventure / Consoles & PC

- Responsible for player controls and camera, traversal and combat moves, abilities, loot and progression systems.

Game Designer
Eidos Montréal

June 2018 – June 2021

Guardians of the Galaxy

3rd person action adventure / Consoles & PC

- Responsible for tutorials design and scripting, Rational Game and Level Design, design and balancing of progression systems.

Game Economy Designer
Behaviour Interactive

June 2017 – April 2018

Dead by Daylight

Multiplayer asymmetric game / Consoles & PC

- Rebalancing of the player progression, design and balancing of a new ranking system, design and balancing of the Store. Constant analysis of players' behaviors working with a data analyst.

Game Economy Designer
Gameloft

March 2015 – June 2017

Modern Combat Versus | 2016 – 2017

FPS / iOS & Android

- Design and balancing of the progression systems and the in-game economy. Product owner of the metagame team.

Siegefall | 2015–2016

Strategy / base-building game / iOS & Android

- Game Economy balancing, system design, monetization strategy, data analysis.

DEVELOPMENT SKILLS

- Excel tools & simulations
- Economy & balancing
- Prototyping
- 3C & game feel
- UX & Accessibility

OTHER SKILLS

- Leading brainstorming
- Project Management
- Leadership & communicating a vision

EDUCATION

- Isart Digital Montréal** | 2013–2014
Game Economy Design
- Isart Digital Paris** | 2011–2013
Game Design

LANGUAGES

- French** (native tongue)
- English** (bilingual)

HOBBIES

- Reading:** I read widely and cannot go very long without a book.
- Drawing:** I have been drawing since I was a kid and will likely never stop.
- Nature:** I spend a lot of time hiking and being in nature, taking pictures of wildlife.