



Hadrien Verrecchia

Student in France, Paris

Education

2022 — Now Bachelor Game Design at ICAN ↗

2019 — 2022 BAC at Lycée Jules Verne

Projects

2024 Project Novum at POCTMAKER ↗

I worked on Project Novum as a Narrative and Level Designer, crafting branching storylines and strategic levels. This honed my skills in narrative design and Unreal Engine integration.

2024 Sidh at ICAN ↗

Contributed to a 3D puzzle-platformer inspired by Celtic and Scottish culture, focusing on immersive artistic direction. Gained experience in game design, game art, and UI creation.

Side Projects

2018 — Ongoing Dragnae ↗

Wrote a trilogy blending fantasy and contemporary realism, following a teenager discovering a parallel planet and exploring themes of identity, family, and self-acceptance.

2024 — Break KAM (Kill All Monsters)

Developed a fast-paced action game featuring massive enemy destruction, dynamic AI, special abilities, and an interactive environment. Focused on delivering intense gameplay with modern mechanics.

Work Experience

2024 — 2024 Stage at POCTMAKER ↗

Tools

AI ChatGPT, Claude, Midjourney, Suno

Visual Photoshop, Illustrator, Figma

Organisation Notion

Engine Unity, Unreal Engine

Contact

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