

# Jérémy HARTVICK

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## GAME & LEVEL DESIGNER

Creative, Eager-to-learn, Adaptive, Highly Motivated

Looking for a Game Design position starting from February 2017.

French citizen, eligible to work in Europe and Canada (WH Visa).

Owner of a full clean driving licence.

### Objective

Sharpen my skills and my knowledge by working with an experienced and motivated team.

### Employment history

July - Dec. 2016



**Game Designer** at **ForceField VR**, Amsterdam, NETHERLANDS

Work on **3Cs design, UX design, level design, scripting**, creation of **data sheets, playtest management** on an announced virtual reality game.

June - Oct. 2015



**Game & Level Designer** on **Act of Aggression** (PC) at **Eugen Systems**, Paris, FRANCE  
**Best PC Game 2015 - Ping Awards (Paris)**

Work on the **design of game mechanics and units, system design, balancing and level design** of 4 multiplayer maps during **production, beta and post-release**.

June - Aug. 2014



**Game Designer** on **Furi** (PC & PS4) at **The Game Bakers**, Montpellier, FRANCE

Work on **combat design, boss design, level design, documentation** and the **scripting** in C# of tool prototype to design shoot patterns in Unity3D engine during **pre-production**.

### Academic prowess

Sept. 2015 -  
June 2016



**Lead Game Designer** on **Afterward** (PC) at **Supinfogame**, Valenciennes, FRANCE  
**Best Student Game 2016 - 16bit Awards (New York)**

In charge of the **creative direction, 3Cs and UX design, AI design, scripting, level design and management** in a team of 7 students in the context of our graduation project.

### Education

**2011 - 2016** **Supinfogame** (Valenciennes, FRANCE): **Master's & Bachelor's degrees** in **Game Design & Management**

**2010 - 2011** **Stendhal University** (Grenoble, FRANCE): One year of a **Bachelor's Degree** in **English & Japanese**

### IT Skills

●●●●● Extensive experience

●●●●○ Can produce final content

●●●○● Can provide support / prototype

#### Level Design & Building



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Unity 5



●●●●○

Unreal 4



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Blender

#### Programming



●●●●○

C#



●●●●○

AS3



●●●●○

Javascript



●●●○●

Python

#### Graphic Design



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Photoshop



●●●●○



Illustrator




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Flash

### Languages

 **French:** Mother tongue  **English:** Fluent

  **Spanish and Japanese:** Conversational

### Interests

- Love to **travel and discover new cultures** (Japan, Canada, the Netherlands, the Caribbean...).
- Love listening to and playing music of all genre: **played the violin for 21 years** and good knowledge of music writing.
- Interested in **cinema and series** (Usual Suspect, Sense8, Marco Polo), **science, new technologies and psychology**.

### References

**Mark Oxenham, Head of Dev. at Good Catch**  
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**Tor Sigurdson, Game Designer at ForceField VR**  
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