



JEREMY HARTVICK

GAME & DESIGN DIRECTOR

 jeremyhartvick@gmail.com

 +33 (0)683 087 800

 www.jeremyhartvick.com



LANGUAGES

Native or Bilingual



French



English



Creole

Intermediate



Spanish



German

Basic



Japanese

SOFTWARE



unity



UNREAL
ENGINE



JavaScript



Ps



Ai



ATLASSIAN



Office



Suite

INTERESTS

- Travelling and discovering new cultures.
- Listening to, playing and writing music of all genre: played the violin for 27 years.
- Interested in cinema and series, science and psychology.

EMPLOYMENT HISTORY

Nov. 2021
- Now



Assoc. Design Director at Deck 13, Frankfurt, DE

Directing the game, level & quest design department, establishing and communicating the game design vision for an **unannounced Action-RPG**. Working with the director round to coordinate the game vision and team efforts. Defining the **design team structure**, the hiring strategy and mentoring Leads.

Nov. 2020
- Nov. 2021

Lead Designer at Deck 13, Frankfurt, DE

Managed the Game Design team working on an **unannounced Action-RPG**: mentoring teammates, defining **workflows** and handling frictions.

Feb. 2020
- Nov. 2020

Sr. Combat Designer at Deck 13, Frankfurt, DE

Oversaw and rationalized the enemy roster and design guidelines for an **unannounced Action-RPG**. Designed and implemented AI abilities and behaviours in collaboration with animators and artists.

Mar. 2017
- Feb. 2020



Game Designer at Rockstar North, Edinburgh, UK

Designed, scripted and oversaw multiple single player missions in Red Dead Redemption II. Handled communication between departments to ensure deadlines and quality standards.

Designed and prototyped mission and game system for **GTA 6**.

Jul. 2016
- Dec. 2016



Game Designer at ForceField VR, Amsterdam, NL

Designed 3Cs and UX for Term1nal (Gear VR). Designed and built game features and levels. Managed playtests and extracted data.

Jun. 2015
- Oct. 2015



Game & Level Designer at Eugen Systems, Paris, FR

Designed game systems and units, performed balancing and created 4 multiplayer maps for Act of Aggression (PC).

Jun. 2014
- Aug. 2014



Game Designer at The Game Bakers, Montpellier, FR

Worked on the **combat, boss and level designs** of Furi (PC & PS4). Prototyped a shoot pattern editor in Unity during **preproduction**.

EDUCATION

2011 - 2016

Supinfogame (Valenciennes, FR): **Master's & Bachelor's degrees** in Game Design & Management

2010 - 2011

Stendhal University (Grenoble, FR): One year of a **Bachelor's degree** in English & Japanese

References upon request