



JÉRÉMY HARTVICK

GAME DIRECTOR

French citizen born in Fort de France on the 14th of August 1992, owner of a driving license, willing to relocate

CONTACT

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- 📍 Mannheim, Germany
- 🌐 www.jeremyhartvick.com

EDUCATION

2011 - 2016

SUPINFOGAME RUBIKA

- Master & Bachelor of Management & Game Design

2010 - 2011

STENDHAL UNIVERSITY

- First year of Bachelor in English & Japanese Languages

SKILLS

- Creative & Game Direction
- Game Design
- Project Management
- Teamwork & Communication
- Team Structure & Strategy
- Development of Team Culture & Processes

LANGUAGES

- English & French (Fluent)
- Creole (Proficient)
- German & Spanish (Interm.)
- Japanese (Basic)

HOBBIES

- Travels & culture
- Music (29 years of violin exp.)

PROFILE

I am a passionate Game Director with experience ranging from indie to AAA, driven by a strong desire to learn by working alongside talented and motivated individuals, and to craft innovative, fun and memorable experiences for players.

WORK EXPERIENCE

- **Game Director** 2023 - PRESENT
Deck 13 (Frankfurt am Main, Germany)
 - Direct overall game direction for all internal projects of the company.
 - Define game mechanics, features and the overall player experience.
 - Define the creative vision in collaboration with the Creative Director and other department directors.
 - Lead, mentor, and manage a high-performing Game Design team, fostering a collaborative and results-driven work environment.
- **Associate Design Director** 2021 - 2023
Deck 13 (Frankfurt am Main, Germany)
 - Direct the Game Design department (Game, Level & Quest Design), defining its goals, structure, processes, quality standards and culture.
 - Handle external and internal communication about **Atlas Fallen** and its game design vision.
 - Shape the recruitment strategy & process of the Design department.
 - Mentor, develop and hire new team leaders.
- **Lead & Sr. Combat Designer** 2020 - 2021
Deck 13 (Frankfurt am Main, Germany)
- **Open World Designer** 2017 - 2020
Rockstar North (Edinburgh, Scotland)
 - Design and script state of the art open-world and mission content, mechanics and systems for **Red Dead Redemption 2** and **GTA VI**.
 - Prototype new 3Cs and gameplay as part of an internal task force.
- **Game Designer (Internships)** 2014, 2015 & 2016
The Game Bakers (FR.) / Eugen Systems (FR.) / Forcefield VR (NL.)
 - Designed, implemented and tuned 3Cs, Systems & Levels for PC, consoles & VR devices in preproduction, production & post-release.

REFERENCE

Helge Borgarts

Deck 13 - Audio Director

- ☎ +49-177-6025629
- ✉ mail@borgarts.de

Erwin van Hoof

Deck 13 - Lead Systems Designer

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