Jérémy HARTVICK

✉ jeremyhartvick@gmail.com

☎ +44 (0)748 877 3673

🌐 www.jeremyhartvick.com

Linked in

GAME & LEVEL DESIGNER
Creative, Eager-to-learn, Adaptive, Highly Motivated

French citizen, eligible to work in **Europe.**

Owner of a full clean **driving licence.**

Objective
Sharpen my skills and knowledge by working on innovative gameplays with a creative and motivated team.

Employment history

Mar. 2017 - Now

Game Designer & Scripter 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** were met.

July - Dec. 2016

Game & Level Designer on Term1nal (Gear VR) at **ForceField VR**, Amsterdam, NL

Worked on the **design** of the main **gameplay**, it's **controls** and **UX**. Designed and **prototyped exotic gameplays** and oversaw their development. Designed and built **levels**. Set up a playtest protocol, managed playtests and the corresponding **data sheets**.

June - Oct. 2015

Game & Level Designer on Act of Aggression (PC) at **Eugen Systems**, Paris, FR

Best PC Game 2015 - **Ping Awards (Paris)**

Worked 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, FR

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

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
Unity 5	Unreal 4	Blender
○○○○○	○○○○○	○○○○○

Programming
C#	AS3	Javascript	Python
○○○○○	○○○○○	○○○○○	○○○○○

Graphic Design
Photoshop	Illustrator	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**
markmoxenham@gmail.com / +44 7729 219944

Tor Sigurdson, **Senior Game Designer** at **Vertigo**
tor.sigurdson@gmail.com / +31 640 590 609

Fabien Reiner, **Senior Game Designer** at **Ubisoft**
fabien.reiner@gmail.com / +33 675 970 433

Emeric Thoa, **Creative Director** at **The Game Bakers**
emeric@thegamebakers.com / +33 680 086 734