

JEAN AUQUIER

GAME DESIGNER

📍 FRANCE - Open to Relocation

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• PROFILE

I specialize in **multiplayer Games**. My design philosophy revolves around accessibility so as to make competitive games less about struggling against the system and more about confronting the opponent.

• EXPERIENCE

OH!BIBI, PARIS - FRANCE / INTERNSHIP

FRAG Pro Shooter, a "Hero Shooter" mobile game.

JULY - DEC 2019 (6 months)

- **Using metrics** to analyse the metagame and making balance changes accordingly.
- Programing new characters and developing new features to improve the game's experience.

BETADWARF ENTERTAINEMENT, COPENHAGEN - DENMARK / INTERNSHIP

Minion Masters, a "Clash Royale like" game available on Steam and Discord.

JUN - SEP 2018 (4 months)

- **Reporting on the metagame's** evolution and suggesting balance changes to improve it.
- Designing new content for the game (cards and units to develop the metagame, but also new game modes...).

MYTHIC GAMES, PARIS - FRANCE / INTERNSHIP

Mythic Battles Pantheon, a miniature wargame kickstarted for 2.5 millions dollars.

JUN - SEP 2016 (3 months)

- Playtesting the game to **stress its balance** in multiplayer battles and suggesting balance modifications.
- Playtesting gameplay scenarios then developing some in freelance after the internship.

TRIDENT I.T. COLLEGE, NAGOYA - JAPAN / EXCHANGE PROGRAM

Worked on game projects with a team of Japanese and Singaporean students.

JUN - AUG 2015 (2.5 months)

• EDUCATION

Master's Degree in Game Design

/ SUPINFOGAME RUBIKA - France **2014 - 2019**

High school Diploma, Science Major

/ ST. MICHEL DE PICPUS - France **2011 - 2014**

• PROJECTS

Velocity / PERSONAL PROJECT **2018 - Now**

Solo project, a Quake-like with grappling hooks.

Competitive Games / THESIS **2017 - 2018**

A thesis on the inner workings of competition.

• SKILLS

BALANCING
SYSTEM DESIGN
DATA ANALYSIS
PROTOTYPING

C#
UNITY
UNREAL 4
SQL

• LANGUAGES

🇫🇷 **FRENCH** / NATIVE

🇬🇧 **ENGLISH** / FLUENT

🇯🇵 **JAPANESE** / CONVERSATIONAL

• INTERESTS

Competitive Gaming Experience :

- *Super Smash Bros. Melee* (current)
- *League of Legends, Team Fortress 2*

Huge Japanese comics enthusiast :

- Takehiko Inoue (*Vagabond, Real*)
- Hiroaki Samura (*Blade of the Immortal, Snegurochka*)
- Yu Ito (*Koukoku no Shugosha, Shut Hell*)

Music : John Mellencamp, Midnight Oil, 20syl

Cinema : Korean new wave, *American Beauty, Dogville*

References available upon request.