

JEAN AUQUIER


GAME DESIGNER

 POLAND - Open to relocation

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• PROFILE

I specialize in **multiplayer games**. I have an accessibility driven approach, aiming to design intuitive yet deep mechanics to allow players to entirely focus on their opponents. Technical knowledge allows me to efficiently prototype features.

• EXPERIENCE

CD PROJEKT RED, WARSAW - POLAND / GAMEPLAY DESIGNER

GWENT, a live digital card game set in the universe of *The Witcher*.

OCT 2020 - Now

- Designing new and balancing existing cards, observing the metagame through the community and data analysis.
- Taking technical ownership for the design team (cards' implementation & communication with programmers)
- Communicating with the community through developer update videos, articles and private partner PTRs.

UBISOFT, PARIS - FRANCE / JUNIOR GAMEPLAY PROGRAMMER

R&D on topics like game feel, 1st & 3rd person character controllers, networking...

JAN - SEP 2020 (9 months)

OH!BIBI, PARIS - FRANCE / GAME DEVELOPER INTERN

FRAG Pro Shooter, a Hero Shooter mobile live game.

JULY - DEC 2019 (6 months)

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

BETADWARF, COPENHAGEN - DENMARK / GAME DESIGN INTERN

Minion Masters, a Clash Royale like live game.

JUN - SEP 2018 (4 months)

- Designing and Prototyping new content (cards, units, game modes...) and reporting on the metagame.

MYTHIC GAMES, PARIS - FRANCE / GAME DESIGN INTERN

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

JUN - SEP 2016 (3 months)

- Playtesting the game's balance and scenarios, developed some scenarios in freelance after the internship.

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

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

JUN - AUG 2015 (3 months)

• PROJECTS

Rollback game / SOLO PROJECT 2021 - Now

A custom made rollback netcode implementation.

Velocity / SOLO PROJECT 2018 - 2019

A multiplayer Quake-like with grappling hooks on UE4.

Competitive Games / THESIS 2017 - 2018

A thesis on the design of competitive games.

• EDUCATION

Master's Degree in Game Design

/ SUPINFOGAME RUBIKA - France 2014 - 2019

• SKILLS

 FRENCH (NATIVE)

 ENGLISH (FLUENT)

 JAPANESE (BASICS)

UNITY SYSTEM DESIGN

UE 4 BALANCING

C# DATA ANALYSIS

SQL PROTOTYPING

• INTERESTS

- Competitive gaming experience:
SSB.Melee, League of Legends, Team Fortress 2
- Huge Japanese comics enthusiast:
Hiroaki Samura (Snegurochka), Yu Itou (Shut Hell)...
- Bouldering (indoor)

References available upon request.