# RENCUREL Pierre

# Junior Game Designer

## Contact :

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https://pierrerencurel.wixsite.com/portfolio

## Languages :

**Native** : English / French
**Beginner** : Japanese (JLPT N4) / Korean (TOPIK 1.1) / German

## Programming Languages :

- C#          - C++          - C

## Software :

Comfortable with :

Learning :

## Skills :

- Teamwork
- Communication
- Project Management
- Decision making

- Problem solving
- Leadership

## Hobbies :

- Game Jams and learning new tech
- Music : Rock, Hard-Rock, Metal, K-Pop, etc...
- Cinema : Mostly Korean, Chinese and Japanese
- Learning languages
- Tabletop Role Playing Games
- History / Geography
- Sports : Rugby, Taekwondo, Scooba diving
- Video Games : RTS, RPG, FPS, TPS, Tactical

## Work Experience :

**Current : Level Design Intern, Metatek, LONDON, United-Kingdom**
- Integrate and iterate on level design in Unreal
- Follow guidelines givin by the Lead designer
- Work with custom tools to create visually appealing game situations

**Current : Unity teacher, StudioXP, MONTREAL, Canada**
- Teach basic handling of Untiy 3D
- Review code and help with debugging
- Give guidelines for level design
- Give feedback and answer questions

**Current : Caporal de Réserve, 1er Régiment d'Hélicoptères de Combat, PHALSBOURG, France**
- Squad leading
- Patrols
- Base and population defence
- First aid

**03/2019 - 01/2020 : Junior Programmer / Game Designer, Studio Techno Otter, MONTREAL, Canada**
- Design and document game features
- Communicate features with the team
- Keep track of tasks and development plan
- Implement features through scripting and code

## Education :

**2020 : AEC Game Design, ISART Digital, MONTREAL, Canada**
- Game / Level / Narrative Design
- Balancing
- Prototyping
- UX Design

**2018 : Bachelor Européen Jeux Vidéo et Serious Game, Ludus Académie, STRASBOURG, France**
- Mobile Development
- Object Oriented Programming
- Game / Level Design

**2017 : Foundation Degree Jeux Vidéo et Serious Game, Ludus Académie, STRASBOURG, France**
- Procedural Programming
- Web Development
- Data Base Development and Management
- Game Design

**2015 : Baccalauréat ES (Economie et Social), Lycée Jean-Mermoz, SAINT-LOUIS, France**
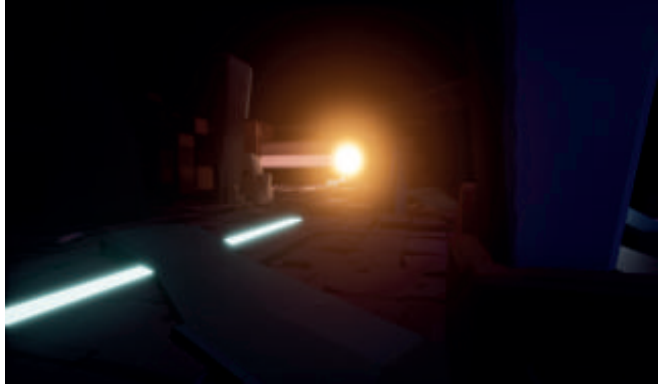
# Portfolio

## Lux

**Context :** Creative Jam 15 (2020)

**Theme :** Strategy

**Position :** Game Designer / Scripter

**Description :** Lux is a game in which you play as a light ball trying to escape ancient ruins. Use lights to gain the ability to move and to distract enemies.



## Space Contractor

**Context :** Student project

**Time :** 2 months

**Position :** Game Designer

**Description :** Space contractor is a board game where you play as a space logistics company. You must manage your ships in order to complete deliveries.
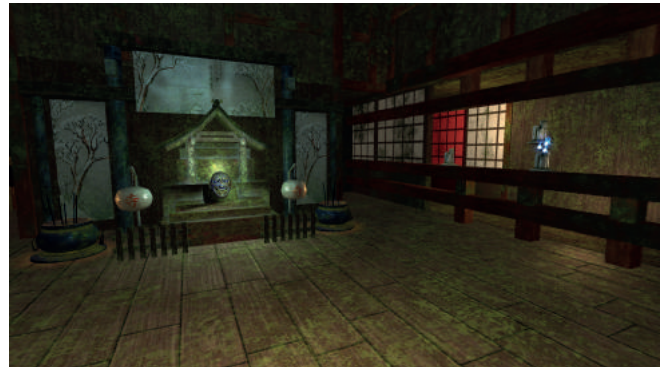You can upgrade ships and also steal your opponent's goods.



## Yokai

**Context :** Student project

**Time :** 2 months

**Position :** Level Designer / Scripter

**Description :** A cooperation project between 3 game designers and 3 artists. We had to create an escape themed 5 minute game experience.
I was in charge of the East wing level design as well as enemy AI design and integration.



## 3C Project

**Context :** Student project

**Time :** 5 weeks

**Position :** Game Designer

**Description :** A collaboration project during which a team of 3 game designers worked with a programmer in order to design and prototype the 3Cs of a game. My team created a game using VR and a dance mat.
I was part of the design team.