JEAN AUQUIER

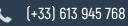
GAME DESIGNER

🤗 POLAND - Open to relocation

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in /in/jean-auquier



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, 1rst & 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.
- · Programing 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, developped 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)

UE 4 C# SYSTEM DESIGN BALANCING DATA ANALYSIS

SQL

UNITY

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.