

# Thomas VERDIER

## Designer intern

Creative – Motivated – Adaptable – Easy to work with

French citizenship

35 St Nicholas Terrace, 10027 NY | USA

**Open to relocation**



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**Looking for a junior DESIGNER POSITION FROM MARCH 2017**

### OBJECTIVE

**Gather experience by working with great teams on amazing projects.**

### EDUCATION

**2014 – 2016** | SUPINFOGAME (Valenciennes, France): Master's degree in Game Design & Management

**2011 – 2014** | SUPINFOGAME (Valenciennes, France): Bachelor's degree in Game Design & Management

**2009 – 2011** | IMN LILLE (Lille, France): Two years of a Bachelor's Degree in Notary's practice

**2006 – 2009** | LYCEE SONIA DELAUNAY (Cesson, France): High school diploma in literature

### WORK EXPERIENCE

**Sept 2016 – Feb 2017** | **Intern Designer at TILTING POINT**, New York, USA — *(WIP)*

**Assignments:** Assist developers with user flow optimization and wireframes, UI & UX, game and tutorial balancing, user testing and focus groups. Provide insightful recommendations for Level/Game mechanics and features.

**Oct 2015 – Jun 2016** | **Designer on my final year school project**, Supinfogame, FRANCE — *Tatassos*

*Tatassos* is a multiplayer race Parkour game. The player embodies a child running with his friends after an ice cream seller. *Tatassos* is a procedural 1st person game, each race is unique and players have to use their sticky hands (hook) to race thru the environment and reach the ice cream seller first.

**Assignment:** Responsible of the Game and Level Design aspect of the game.

**Achievements:**

- Created this concept during my 4th year at Supinfogame. It was chosen to be developed in 2016
- Made more than fifteen different level design chunks, all been playtested, validated and decorated
- Awarded by a 17/20 by the game industry professionals during our graduation jury (best game)

**Jun – Sept 2015** | **Level designer at BLACK FOREST GAMES**, Offenburg, GERMANY — *Rogue Stormers / White Silence*

*Rogue Stormers* is a run 'n' gun game with roguelike elements for up to four players in local and online multiplayer.

*White Silence* is a 3<sup>rd</sup> person AA open world. The player has to craft a base in order to survive in the wildlands.

**Assignment:**

- Work as level designer for a procedurally generated run 'n' gun game, for four months.
- Work three weeks as level Builder on the UE4 on *White Silence*.

- Achievements:**
- Created (100+) level design “chunks” & “subchunks”, all integrated in **Rogue Stormers** goldmaster.
  - I was in charge of the level design of **Rogue Stormers** for two weeks.
  - Part of the pre-production and early gameplay environments on **White Silence**.

**Oct – Apr 2014 | Game & Level designer** for the Imagine Cup 2014 — **OX**

*OX is an action-platformer developed for the Imagine Cup 2014 competition.*

**Honors & Awards:** Imagine Cup National Finals - **Bronze Medal**

**Assignment:** I was in charge of the **Game, Level Design and the trailer of the game.**

- Achievements:**
- Created the concept of the game.
  - Led the creative vision.
  - Made a level design which melted tutorial and advanced gameplay phases.

**Summers 2010 to 2012 | Summer job as technician** at my town city hall, Cesson, FRANCE

## SKILLS

### Game Design

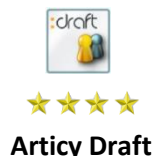
- Able to write efficient game design documents
- At ease with various game mechanics
- Love to tweak and touch game values and metrics
- Able to work on economic design

### Level Design

- Love to work with AAA game engines
- Able to work on level Art
- At ease with level design documents
- Worked on procedurally generated projects

### IT skills

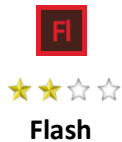
#### Game & level design



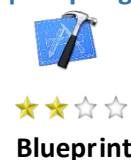
#### Management & Producing



#### Art



#### Scripting



## Languages

**French:** Mother tongue

**English:** Fluent

**Spanish:** Basic

## Hobbies

- Love cinema, animes and series (Lord of the Ring, Interstellar, Attack on Titan, Game of Thrones...)
- Very interested in science, history and culture
- Love travelling (USA, Kenya, Morocco, France, Germany, Belgium, Italy, Switzerland, England, Scotland)

**Recommendation:** **Vladimir IGNATOV** | *Development Director* at Black Forest Games | [VIgnatov@bfgames.biz](mailto:VIgnatov@bfgames.biz)