

Rémi GINZBURG

Technical Game Designer



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Serious - Adaptable - Enthusiastic

Looking for a job in a small-sized company, on ambitious indie games

PROFESSIONALS EXPERIENCES



Tech Designer

Last Epoch

October 10th - Now

Hack'n'slash - Unity - 105 team members

- Enemy implementation
- Tech level design
 - Voice acting implementation
 - Quest implementation



Programmer & Tech Designer

Eclipsed

December 2022- Now

Puzzle / Platform - Unity - 6 team members

- Game concept & documentation
- Prototype
 - Level Design
 - Programmation



Tech Designer

Ravenswatch

January 2022 - August 2022

Rogue lite - oEngine - Passtech Games

- Enemies
 - Design
 - Scripting with oEngine - combat behaviour
- Systems
 - Design
 - Scripting
 - Integration in the level design

SOFTWARES

Engines



Unity



Unreal Engine



oEngine



Godot

Other



Perforce



Git



Office pack



Photoshop

EDUCATION



Game Design degree

2021

GameSup



Baccalauréat

2018

Specialization Engineer Science

LANGUAGES



French - Native



English - Fluent

HOBBIES



Arduino



10 years of climbing



@GinzDesigner



Rémi GINZBURG



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