

# Rémi GINZBURG

## Technical Designer



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Serious – Adaptable – Enthusiastic

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

### PROFESSIONALS EXPERIENCES



#### Tech Designer

Last Epoch

Octobre 2022 – Present

ARPG – Unity – Eleventh Hour Games

- Enemies
  - Design
  - Implementation with Unity in house tools– combat behaviour
- Level
  - Quest implementation
- Bugfixes



#### Game Designer

Unannounced Project

Octobre 2022 – June 2024

Puzzle platformer – Unity – Arkemys Studio

- Concept
- Documentation
- Prototyping



#### Tech Designer

Ravenswatch

January 2022 – September 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



Git



Perforce



Office pack



Photoshop

### EDUCATION



Game Design degree

GameSup

2021



Baccalauréat

Specialization Engineer Science

2018

### LANGUAGES



French – Native



English – Fluent



Spanish – B2

### HOBBIES



Arduino



Rockclimbing



Rémi GINZBURG



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