



Christophe Remy

Designer

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Skills

Design

Game design
Level Design
RGD / RLD
Screenplay
Agiles Methods

Software

MS Office
Unity 3D
Anvil
Photoshop
3DS Max

Language

English
French (native)

Activity

Game Pratic' 2016

Organization

Game Pratic' 2015

Organization

Global Game Jam 2013

Project «Seed of sound»

Game Jam MIG 2012

Project «Tangent»

Global Game Jam 2012

Project «Décalqué»

Interest

Video game
Guitar
Baseball
Travel

WORK

- 07/2017 - 02/2018 **Level designer** - Ubisoft Montpellier
Project «Space Junkies»
- VR Level Design
- 03/2016 - 06/2017 **Level designer** - Ubisoft Montpellier
Project «Ghost Recon : Wildlands»
- Mission Design
- 01/2015 - 02/2016 **Junior Level designer** - Ubisoft Montpellier
Project «Assassin's Creed Syndicate»
- Mission Design
- 03/2014 - 12/2014 **Junior Level designer** - Ubisoft Montpellier
Project «Assassin's Creed Unity : Dead Kings»
- City Design

EDUCATION

- 2013 - 2014 **Master Degree JMIN** - ENJMIN
Game design
- 2011 - 2012 **Master Degree in Video game** - UPV Montpellier III
Game design / Master thesis
- 2010 - 2011 **Bachelor in Video game** - UPV Montpellier III
Game design / Level design
- 2004 - 2007 **Bachelor Degree in movie making** - UPV Montpellier III
Movie making / Screeplay / Editing

AWARD

- 11/2014 **MIG Game Critics - Creativity award winner**
Project «Skies Adrift»
- Game design / Level design
- 03/2013 **Click Jam - Winner**
Project «Funky nuns»
- Game design / Programming
- 10/2011 **Social Game Innov' - Winner**
Project «Pantheos»
- Game design / Level design