



Christophe Remy

Designer

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Skills

Design

World Design
Level Design
Game design
RGD / RLD

Software

3DS Max
Photoshop
MS Office
Unity 3D

Language

English
French (native)

Activities

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»

Interests

Travel
Music
Workout
Video game

WORK

07/2018 - Now

Level designer - Ubisoft Montpellier
Project «Beyond Good And Evil 2»
- World/City Design

07/2017 - 06/2018

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»
- City Design
- 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 / Level 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