



Christophe Remy

Senior Designer

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+31 6 27 52 83 21

Skills

Design

World Design

Level Design

Game design

RGD / RLD

Software

3DS Max

Photoshop

MS Office

Unity 3D

Language

English

French (native)

Interests

Travel

Music

Workout

Video games

WORK

09/2020 - Now

Senior Living world designer - Guerrilla

Projects «Horizon Forbidden West»

«HFW : Burning Shores»

- Living world design

07/2018 - 08/2020

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