

Hard working
Eager to learn
Open to relocation

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Languages



Skills

Prototyping & Integration
Tool Programming on **Unity**
UI / UX Design
User Analytics implementation
Playtests & Data Analysis
Analytical approach to design
AI Design
Writing design documentation

Hobbies

Golf 14 yrs of practice
Tennis 4 yrs of practice
Piano 5 yrs of practice
Literature Fan of Stephen King

Travel
I lived in 8 different countries, mainly in Africa. I love to discover new cultures.

Games
Strategy games (4X, RTS), occidental RPGs (Divinity, The Elder Scrolls, Gothic...), party games (Mario Party, Playlink games)

Mixology
My favorite cocktail is the Knickerbocker

Grégoire MEYER

Technical Game Designer

I am a French-Belgian student in Game Design at Supinfogame RUBIKA. My main interest in game development is Technical Design. My goal is to make accessible yet complex games, and to promote the use of custom engine tools for designers to work smarter.

Education

SUPINFOGAME
RUBIKA

- 2014 - 2019 Masters Degree, Management & Game Design, Supinfogame / France
2014 French High School Diploma, with Honors / French school of Luanda, Angola

Professional experience

2018 Technical Designer intern / Rain Games, Norway



I worked on the studio's next project, a strategy game focused on social interactions, releasing on the Nintendo Switch console.

- UI / UX Design
- Game Design
- Integration
- Tool Programming
- Gameplay Programming
- Backend Programming

2016 Representative / Paris Games Week, France

Bethesda

I worked on the "The Elder Scrolls: Legends" booth.

- Welcoming visitors
- Setting up multiplayer games
- Handling press inquiries

2016 Exchange student (summer) / SIDM, Singapore

I led the creation of a Free-To-Play mobile game as part of the local students final year project. The game is planned to be commercialized by the school.

- Game Design
- Project Management
- Level Design

School and personal projects

2019 Black Hive

Technical Designer

End of studies project. Asymmetrical multiplayer shooter with a macabre atmosphere, on Unreal Engine 4.

- Game Design
- Content implementation
- UI/UX Design

2018 Cop Academy

Technical Designer

VR Party-game, coming on Steam March 1st.

- Game Design (minigames)
- Tool programming to speed up production
- Gameplay programming
- Integration

2018 Sigian Plugin

Tool Programmer

Unity plugin thought for designer students. Useful for faster prototyping and features coding extensions, splines, multiple tags per GameObject, etc...

- Tool programming

2016 Peas Don't Die

Producer, Game & Level Designer

Mobile platformer made in Singapore, planned to be commercialized.

- Project Management
- Level design & implementation
- Lead Game Design

Software knowledge

Fully literate



Office



Advanced



Amplitude