

Meticulous
Eager to learn
Open to relocation

+33 6 32 99 03 93
gregoire@meyer.gd
gregoiremeyer.com
/gregoiremeyer

Languages



English
Flu.



French
Nat.



Spanish
Adv.



Portuguese
Adv.



Norwegian
Int.



German
Beg.
(learning)

Skills

Technical Design

AI Design

3C Design

Interest in User Analytics

Prototyping & Visual Scripting

Tool Programming on Unity

Strong sensibility to UX Design

Hobbies

Travel

I lived in 9 different countries, mainly in Africa. I love to discover new cultures.

Mixology

I possess a home bar, my favorite cocktail is the Knickerbocker

Games

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

Golf 14 yrs of practice

Tennis 4 yrs of practice

Piano 5 yrs of practice

Literature Fan of Stephen King

Grégoire MEYER

Technical Game Designer

I am a French-Belgian Designer thriving in AA to AAA projects, my main interest in game development being 3C-oriented 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

2014 - 2019 Masters Degree, Management & Game Design, Supinfogame / France

2014 French High School Diploma, with Honors / French school of Luanda, Angola

SUPINFOGAME
RUBIKA

Professional experience

JUN 2021-NOW 3C Designer / Deck13, Frankfurt, Germany



I am participating in the development of a new AA, being the owner of all 3C-related features (Camera, Player movement, Player Abilities) as a core member of the Combat team.

· 3C Design · Technical Design · Combat Design

JUL 2019-APR 2021 Game Designer (intern, then Junior) / Ubisoft Ancecy, France



I participated in the development of AAA Riders Republic, from pre-prod and up to shipping phase. I owned, designed and implemented features from scratch, some critical for the player experience. I was also responsible for in-engine integration of several non-owned features.

· Game Design · Technical Design · 3C Design

JUN-SEP 2018 Technical Designer intern / Rain Games, Norway

I worked on Mesmer, a strategy game based around social interactions and complex NPC behaviour. The game is available on PC and a Switch port is being worked on.

· UI / UX Design · Game Design · AI Design
· Tool Programming · Gameplay Programming · Backend Programming

JUL-SEP 2016 Exchange student / SIDM, Singapore

I led the creation of a Free-To-Play mobile game as part of the local students final year project. The game finished major and was planned for commercialization.

· Game Design · Project Management · Level Design

School and personal projects

2019 Black Hive / Technical Designer

End of studies project. Asymmetrical multiplayer shooter with walking on walls, on Unreal Engine 4. Features a custom built user analytics framework.

· Game Design · Content implementation · UI/UX Design

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

2018 Cop Academy / Technical Designer

Multiplayer VR Party-game, available on Steam. Warioware-like made for discovering VR.

· Game Design (minigames) · Tool programming · Gameplay programming

Software knowledge

Fully literate



Unity



Unreal Engine 4



C#



Office Suite



InDesign

Knowledgeable



JIRA



C++



Amplitude Analytics



Ubisoft Anvil



Illustrator