Franck FITRZYK
Game Level Designer

franckfitrzyk.com
franck.fitrzyk@gmail.com
Franck Fitrzyk

Valenciennes, France 📍
+33 (0) 6 40 07 67 61 ☎
LinkedIn Profile 🔗

Available For Hire!

Profile

- I am a game level designer with technical knowledge and experience on both PC and mobile platforms.
- **Rythm** and **flow** are my key words. I want to be **close to the player's experience**.
- I have worked on three shipped games including the AAA mobile title **Gear.Club** from **Eden Games** and **ULTRAFLOW**.
- I am willing to relocate.

Experience

July 2016 - March 2017 | Game Design & Level Designer | Gear.Club | Eden Games | Lyon, France

Eden Games is a french development studio known for its racing games V-Rally and Test Drive Unlimited.

Level Design
- Track design and building using a home-made track editor within Unity3D
- Balancing the game's difficulty in relation with the game's metrics
- Create new circuits for the Off-Road mode and longer tracks for monthly events

Game Design
- Tweak and balance car's performances & handling for the driving gameplay for both asphalt and off-road modes
- Working on diverse game cameras and cinematics
- Manage Multiphayer mode's content and event planning
- Iterate on the game's design to improve monetization, retention and flow to improve the game experience

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June 2015/December 2016 | ULTRAFLOW 2 | Co-founder - Designer | Ultrateam

Ultraflow 2 is a unique one-finger mobile game that combines the gameplay of mini-golf and breakout, in a chill and minimalist experience. Just bling the ball to the goal!

- Create and build from concept to gold version
- Design new features
- Communication and community management

June/Sept 2015 | Game Design Intern | Gear.Club | Eden Games | Lyon, France

- Tweak and balance car's performances & handling for the driving gameplay & camera behavior
- Work on the free-to-play Tutorial model
- Create contextual cameras: race introduction - race replay - additionnal cinematics
- Design gamemodes and multiplayer systems
- Build Playtests protocols to work with a playtest lab
- Create Screenshots and communication content creation

June/Sept 2014 | Game & Level Design Intern | Gear.Club | Eden Games | Lyon, France

During Gear.Club's pre-production

Level Design
- Design and build the first few tracks of the game using a home-made track editor within Unity3D
- Work with artists on the track creation workflow to improve production
- Work with programmers to improve the track editor

Game Design
- Car parts upgrading system & Performance shop feature design: workshops function, customization features
- Map Design & UI Design

July/Dec 2014 | ULTRAFLOW | Game & Level Designer | Personal Project

- Creating and building part of the game's 99 levels and managing the difficulty
- Designing new features

Achievements
- More than **4 million players** across all platforms
- **Featured** on Google Play Store, iOS App Store, Amazon Kiddle Store, Windows Phone store & Co.
- Got the **« Top developer » badge** from the Google Editorial Team
- Finalist at the international **Unity Awards** & the french **Ping Awards** both in the Best Student Project category

Education

2011 - 2016 | Supinfogame Rubika | Master Degree in Game Design & Management | France
Supinfogame Rubika is a leading french school dedicated to video game careers training.

2011 | Baccalauréat | Social & Economy series | Lycée Notre-Dame | Valenciennes, France

(French High School diploma) Graduated with honors

Others

Oct 2015 /June 2016 | Feral | Project Manager & Technical Designer | Final Year Student Project

Feral is a hunting game on PC in which you play as a feline animal at the first person view. You have to hunt and survive in an imaginary and hostile forest. But becareful, you are not the only predator...

Design
- 3C Design, tuning, **Camera management design**
- **Open-world design** (methodology, organization, technical support, building)
- Project's **Optimization** on Unreal Engine 4
- Interactive content creation (**visual scripting** on Unreal Engine 4)

Management
- Managing a core team of six talented people & nearly ten outsourcers.
- Setting up milestone objectives, planning & task lists
- Bringing **technical support**, mainly on Unreal Engine 4 & Perforce

October 2014 - May 2016 | Unreal Engine Dev Meetings organizer | France
Organized meetings in the North of France for the Unreal Engine 4 users once a month, in partnership with Epic Games.

Skills

Level Design
- Layout design, Blockout, Building, 3D/2D
- Events & interactive elements **scripting** (visual scripting)
- **Composition**, Lighting
- **Quick learning** of new tools

Tools:
- **Unity 3D**, **Unreal Engine 4**, Hammer Source SDK
- Sketch-up, Zbrush, 3Ds Max
- Photoshop, Illustrator, **After Effects**, Premiere
- MS Office, **Perforce,** Jira, TortoisesGit

Game Design
- **Camera management**, Controls, Character
- Feature prototyping (visual scripting)
- Balancing
- Game Economy

Languages
- **French:** Native language
- **English:** Professionally efficient (TOIEC: 910/990)
- Spanish: Basics