



Franck FITRZYK

Technical Designer


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 Franck Fitrzyk

 French citizenship

Anancy, France 

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LinkedIn Profile 

Languages 

Pragmatical Designer - Trust, team play and communication

Profile

- I am a 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 user's experience**
- I want to deliver super high quality content to the players: love for polish is everything to me
- I have worked on four shipped games including **Steep: Road to the Olympics** expansion from **Ubisoft** and the AAA mobile title **Gear.Club** from **Eden Games**

Experience



May 2018 - Now | **Technical Level designer** | **Ubisoft** | **Anancy, France**

- Working with Leads to propose and design workflow improvements and new tools for the level design team.
- Working with programmers and technical artists to develop new proefficient tools
- Delivering easy « ready to use » templates and scripts
- Training and mentoring new level designers until they are « production ready »
- Being a support to the level design team and to the lead level designer
- Creating and maintaining technical design documentation



July 2017 - April 2018 (18 months) | **Junior Level designer** | **Ubisoft** | **Anancy, France**

Steep: Road the Olympics expansion

- Designing, building and iterating on snowparks and grind parks in order to **provide a new snowpark experience** for Steep from concept to gold master
- **Creating level design patterns** for snowpark modules with their metrics
- Designing and **scripting** the four Japan's Mountain stories (*scripted missions telling legends of the world*)



January - February 2017 (1 month) | **Technical consultant** | **Fishing: Barents Sea** | **MiscGames**

- Consulting the team on their first Open World Production pipeline
- Improve the workflow of the team with the project manager
- Tutoring and guiding the team on the Unreal Engine 4 to optimize the project



July 2016 - March 2017 (9 months) | **Game & Level Designer** | **Gear.Club** | **Eden Games** | **Lyon, France**

Game Design

- Tweak and balance car's performances & handling for the driving gameplay for both asphalt and off-road modes
- Manage the Multiplayer mode's content and event planning
- Iterate on the design to improve monetization, retention and flow
- Balancing the game's difficulty in relation with the game's data analyse

Level Design

- Iterate on the custom Road Tool built-in Unity 3D with artists and programmers
- Track design and building using a home-made track editor within Unity3D
- Create new circuits for the Off-Road mode and longer tracks for monthly events

July 2015 - November 2016 (19 months) | Ultraflow 2 | Co-founder - Designer | Ultrateam

Ultraflow 2 is a unique one-finger mobile game combining the gameplay of mini-golf and breakout, in a chill and minimalist experience.

- Company & Project management / Press contact
 - Game Design / Level Design /
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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
 - Create Playtests protocols to work with a playtest lab
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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
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July/Dec 2014 | ULTRAFLOW | Game & Level Designer | Personal Project

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

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
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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

Skills

Technical Design

- Writing and maintaining technical design documentation
- Designing Procedural Tools and Quest Edition tools
- Creating easy to use templates
- Communication

Level Design

- Layout design, Blockout, Building, 3D
- Events & interactive elements **scripting** (visual scripting)
- Rational Level Design
- Rythm & Flow

Tools:

- **Unity 3D, Unreal Engine 4**
- 3Ds Max
- Photoshop, Illustrator, Premiere
- MS Office, **Perforce**, Jira, Confluence

Game Design

- **Camera management**, Controls, Character
- Rational Game Design
- Player centric design