


FRANCK FITRZYK

TECHNICAL DESIGNER

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LinkedIn Profile 
Languages  

PRAGMATICAL DESIGNER - TRUST, TEAM PLAY AND COMMUNICATION

PROFILE

- I am a designer with technical knowledge. I have nearly 5 years of experience working on both PC and mobile platforms.
- I make **games for everyone**. **Rythm** and **flow** are my key words. I want to be **close to the user's experience**.
- I am a support to the team I work with, the bridge between designers and programmers. I enjoy empowering people in their creative process to deliver high quality content to the players.

EXPERIENCE



February 2020 - Now | Technical Designer | The Game Farm | Lyon, France

- Empowering our clients' vision by providing an expertise on technical design to ease and smooth their game production by empowering their designers.

February 2019 - Now | Level Design Teacher & Game Career Lecturer | Multiple schools

- Presenting level design module with a slight piece of theory and a lot more of practice using Unreal Engine 4
- Helping students to improve their application profile



May 2018 - January 2020 (20 months) | Technical Level designer | STEEP | Ubisoft | Annecy, France

- **Working with Houdini artists** to design & develop new proficient **procedural tools** including
- Working with programmers to develop new proficient **quest editing tool & game exploration features**
- Delivering easy « ready to use » templates for scripts, procedural tools presets and exploration content.
- **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 **user technical documentation**



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

- Designing, building and iterating on snowparks in order to **provide a new snowpark experience** for *Steep: Road to the Olympics* from concept to gold master
- **Creating level design patterns** for snowpark modules with their metrics
- Designing and **scripting** the Japan's Mountain stories (*scripted narrative 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

- 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 | Balancing the difficulty according to data analyse
- Iterate on the design to improve monetization, retention and flow
- 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

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**
- Blender
- Photoshop, Illustrator, Premiere
- MS Office, **Perforce**, Jira, Confluence

Game Design

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