Portfolio
(+33)6 52 40 83 93
tom.kurcz0@gmail.com
tomkcz59
/tomkurcz
Open to relocation

TOM KURCZ
GAME PRODUCER

Looking for an internship or a permanent position starting **July 2019**

PROFILE

Adaptable and eager to learn, I'm a game producer student looking for learning from others and sharing knowledge with passionate teams. With my various proficiencies (game design, narrative, code) my goal is to work on AAA games and helping teams to improve their workflow and achieve their full potential.

EXPERIENCE

Internship - The Game Bakers' New Project (June - September 2018): Game Designer

- ✓ Gut-feeling prototypes by using the mechanics and the Level design elements
- ✓ Tasks monitoring and team follow-up all along the internship
- ✓ Elaboration of documents with sheets and sliders for various fields (localization, test plan, design...)
- ✓ Distribution of Level Design elements, finding a pace between the existing maps in the game

Commercial Project - Subscribe & Punch! (January 2016 - Now): Producer, Game Designer

- ✓ Managing and coordinating the whole development between our 10-people multi-cultural team
- ✓ Code & development on various Gameplay features & interfaces, I'm making the game juicy
- ✓ Developing business with others companies (presenting pitch decks, organizing cross-overs....)
- ✓ Editing video trailers, managing communication & marketing

Personal Project - Budding Adventurers (2016 - 2017): Producer, Game Designer

- ✓ Managing the team, designing the game and preparing documents for the Microsoft Imagine Cup

AWARDS

- 10/17: Subscribe & Punch nominated at the Sweden Game Arena
- 02/17: Subscribe & Punch is Greenlit on Steam
- 05/17: Microsoft Imagine Cup France, Silver Medal - All Categories

SKILLS

Softwares which come with my skills:

- **Producing:** Agile Method, Risk Assessment, Multidisciplinary team supervision, Enhance team's workflow by understanding priorities and dependencies, Pitching to publishers
- **Game Design:** Designing Cooperative Systems, Fast Prototyping, Gamefeel on Combat/Shoot Mechanics, Critical look and game design solutions
- **Narrative:** Various dialogue structures, Designing macro narrative structures

(Twine)

EDUCATION

2014-2019 (Master Degree): Supinfogame Rubika - Video Game Director (Game Design & Management)

INTERESTS

- **Cinema:** C.Fukanaga, M.Vaughn, P.Verhoeven • **TV Shows:** The Good Place, LOST, Maniac
- Entrepreneurship reads • Music Theory graduation (7 years of study)
- Meet-up with professionals (Sweden, Germany...) • Amateur acting classes (1 year)

LANGUAGES

French: Mother tongue
English: Good command
Spanish: Basics