






## Portfolio

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 /tomkurcz  Open to relocation

# TOM KURCZ GAME PRODUCER

Looking for a full-time position starting January 2020

## PROFILE

Adaptable and eager to learn, I am a game producer looking for learning from others and sharing knowledge with passionate teams. With my various proficiencies (game design, narrative, code) my goal is to support medium or large-sized teams to improve their workflow and achieve their full potential.

## EXPERIENCE

### Internship - Ubisoft Montpellier, Undisclosed Project (June - Now): Assistant Producer

- ✓ Setting up production documents and pipelines for new cinematics processes within the studio
- ✓ Coordinating communication between international Ubisoft studios
- ✓ Follow up of cinematics progress through the team (Lighting, Anim, Scripting, VFX, Audio...)
- ✓ Supporting the team and organizing daily & weekly meetings
- ✓ Monitoring JIRA tasks on a daily basis
- ✓ Scheduling milestones and tracking down team workflow

### Internship - The Game Bakers, Haven game (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

## 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

- **Producing:** Agile method, Risk assessment, Multidisciplinary team supervision, Knowledge in management levels, Scheduling milestones, 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

Softwares which come with my skills:



## EDUCATION

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

## INTERESTS

- **Cinema:** C.Fukanaga, M.Vaughn, P.Verhoeven
- **TV Shows:** Twin Peaks, LOST, Maniac
- **Animes:** Lastman, Psycho Pass, Gravity Falls
- **Music theory graduation (7 years of study)**
- **Meet-up with professionals (Sweden, Germany...)**
- **Amateur acting classes (1 year)**
- **French:** Mother tongue
- **English:** Fluent
- **Spanish:** Basics

## LANGUAGES