

FR: (+33)6 52 40 83 93

CAD: (+1) 579 421 2829

tom.kurcz0@gmail.com

in /tomkurcz

French citizen and  
Canadian working visa holder

# TOM KURCZ

## GAME DESIGNER

Looking for a full-time position

### PROFILE

Gameplay-focused, I love to design responsive controls and use my versatile skills to create a gameplay with consistency and depth. Striving for new design and technical challenges, I want to create striking action-adventure experiences with passionate teams.

### EXPERIENCE

#### Tiebreakers (2019 to 2023): Game Director/Designer and Developer

- 3C and core gameplay Design, Tech designer making the bridge with the programmer, holistic conception, UI design/art. Business development (10K€ granted).

#### Vampires Co-op (July 2022): Game Designer/Tech Designer/Level Designer

- Personal exercise in which I iterated a co-op gameplay under one week.

#### Mikros Animation, Ninja Turtles Mutant Mayhem (Dec 2022 - May 2023): Production Coordinator Senior

- Managing confo teams, Production tracking, Communication with internal team and clients.

#### Fortiche Prod, Arcane (January 2020 - June 2022): Production Coordinator

- Managing FX and Tech anim teams, Monitoring brief and review meetings with the directors  
Assigning shots, Scheduling milestones, Coordinating communication with other departments.

#### Ubisoft Montpellier, Immortals: Fenyx (June - December 2019): Assistant Producer

- Coordinating communication, Supporting cinematics team, Organizing daily & weekly meetings.

#### The Game Bakers, Haven (June - September 2018): Game & Level Designer

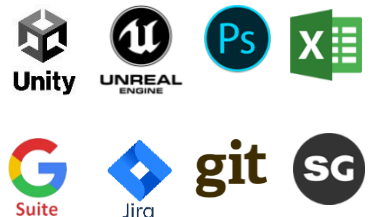
- Distribution of Level Design elements, Task monitoring, Design documents (balancing and game progression).

### SKILLS

• **Game-Design:** 3C Design, Fast Prototyping (C#, BP), Critical look and solutions, Game systems, Tech Design, Clear and pleasant to read documentation, Narrative & Dialog systems, Level Design prototyping/scripting, UI Design, Fine tuning & Balancing

• **Producing:** Risk assessment, Team support, Scheduling milestones, Communication facilitation, Public speaking

Softwares which  
come with my skills:



### EDUCATION

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

### LANGUAGES

**French:** Mother tongue

**English:** Advanced

**Spanish:** Notions

### INTERESTS

- **Cinema:** C.Fukanaga, M.Vaughn, P.Verhoeven • **TV Shows:** Twin Peaks, LOST, Cobra Kai
- **Animes:** Lastman, Parasyte, Carole & Tuesday • Music theory graduation (7 years)
- **Games:** I love action, co-op and story-driven games like A Way Out, Sifu, Max Payne, Deadly Premonition
- Nutrition and preventive health • Amateur acting classes (1 year)