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in /tomkurcz

Canadian open permit holder

No sponsorship required

TOM KURCZ

GAME/TECHNICAL DESIGNER

Looking for a full-time position

PROFILE

Gameplay-oriented, I spark player's emotions by creating highly satisfying sensations through the character's moveset. Enthusiastic, I want to keep strengthening my skills and design deep yet accessible gameplay to play with. On this way, I am striving for new design and technical challenges with passionate teams.

EXPERIENCE

Tiebreakers (2019 to 2024): Game Director/Designer and Developer

- 3C and core gameplay Design (strong focus on Main Character's gameplay and mechanics), Tech designer closely working with the programmer, holistic design, UI design/art.

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, Design documents (balancing and game progression).

SKILLS

- **Fine-Tuning and Balancing** elements, keeping them consistent with the creative direction and the defined system.
- **Implementing different elements** of the game by using engine tools.
- **Designing mechanics and systems** by analyzing the intentions and direction
- **Communicating** with other departments through pleasant-to-read documentation
- **Planning and Evaluating** the features with a critical look
- **Fast Prototyping** mechanics and systems using C# or Blueprints.
- Secondary design skills: Designing and Coding UI, Narrative systems, Level Design scripting
- Extra producing skills: Risk assessment, Team support, Scheduling milestones, Public speaking

Softwares which
come with my skills:



EDUCATION

- **2014-2019 (Master Degree): Rubika Supinfolgame**
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:** *The First Slam Dunk, 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 • Workout, running • Amateur acting classes (1 year)