

Jean-Eudes Thuroczy

Senior Level Designer - Game Designer (13 Years of Experience in Video Game)

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Mobile Phone : (+33) 06 51 80 79 49

Location : Paris, France

Date of birth : 1981 (37 yr)

Experience

DONTNOD Entertainment – *Senior Level, World and Game Designer* - July 2014 – Present

- **Vampyr** – Action, RPG, Open World - 2018 - Unreal Engine 4 - **Focus Home Interactive**

- **Life is Strange** – Episodic Adventure Game - 2015 - Unreal Engine 3 - **Square Enix**

6L6 Interactive - *Senior Level and Game Designer* – 2014 (6 months)

- **Game Prototype** – iOS, Android

WIZARBOX - *Lead Level and Game Designer* – 2006 – 2013 (7 years 5 months)

- **R.A.W. Realms of Ancient War** - Hack & Slash - 2012 - **Focus Home Interactive**

- **Quiz Party** - Quiz Party Game - 2012 - **Nintendo**

- **Captain Morgane and the Golden Turtle** - Point&Click – 2012 – **DTP Entertainment**

- **Gray Matter** - Point&Click, Adventure - 2010 - **DTP Entertainment**

- **So Blonde: Back to the Island** - Point&Click - 2010 - **DTP Entertainment**

- **City Life DS** – City Builder, Strategy - 2008 – **Monte Cristo**

- **So Blonde** - Point&Click - 2008 - **DTP Entertainment**

- **Kirikou and the wild Beasts** – Platform Game - 2007 – **Atari / OUAT Entertainment**

- **Scrabble Edition 2007** – Board Game - 2006 – **Ubisoft**

Key Skills

- **Platforms** : PC, PS4, PS3, PS2, Xbox One, Xbox 360, Wii, 3DS, PS Vita, DS, iOS, Android
- **Level Design** : Unreal Engine (UE4, UE3), CryEngine, Unity, Construct 2, Shine Editor, Visio, 3ds Max, SketchUp, Level Design Gameplay, Singleplayer, Multiplayer
- **Script** : LUA, XML, C++, Kismet
- **Game Design** : Game System, Gameplay, Game Balance, Game Design documents, Concept, Scenario, Mission
- **2D/3D** : Architecture, Photoshop, 3ds Max, 3D Modeling, 3D Animation, Textures, Landscapes
- **Misc**: Word, Excel, PowerPoint, Visio, Perforce, Notepad++, OpenOffice

Education

- **2003-2005: MJM GRAPHIC DESIGN, Game Design, Level Design**
 - Game System, Gameplay, Game Balance
 - Level Design, Gameplay Scripting
 - Creating Game Concept and Game Design documents
 - Writing simple and complex scenarios
- **2003-2005: MJM GRAPHIC DESIGN, Architecture, 3D/2D Artist**
 - Architecture
 - 3D Modeling, Characters, Landscape, Textures
 - 3D Animation, Facial, Characters
 - 2D traditional drawing, model sheet, Coloring and Storyboard
- **2000-2002: EPITECH (European Institute of Technology)**
 - Programming C/C++
- **2000: Baccaalaureate STI**

Languages

French : Mother tongue

English : Good Level

Interests

- Video Games (PC, PS4, Xbox 360, PS3, Switch, Wii U, 3DS, Retrogaming)
- Scuba Diver 3 Stars
- Aeronautics