

Game Designer

Jean-David JACQUEMIN

## SKILLS

Game Design  
Communication  
Level Design  
User analysis  
Persona  
Narration  
Conception methodology  
Agile methodology (SCRUM, 7-3-1)  
French (native), English (fluent)

## SOFTWARES

MS Office  
Unity 3D  
Photoshop  
InDesign  
Illustrator  
JIRA

## ACTIVITY

Mobile Award  
Hits Playtime 2013  
«OmniluX» project

Global Game Jam 2013  
«Nain Porte Quoi» project

Global Game Jam 2012  
«Décalqué» project

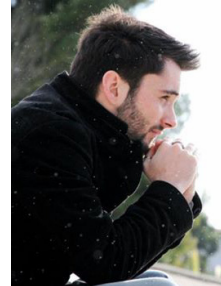
## MISCELLANEOUS

Video Games  
TV Show  
Comics  
Literature (SF, Heroic Fantasy)  
Music (guitarist)  
Scale modeling (warhammer)

www.jdjacquemin.com

21 rue Pélégot  
95880 Enghien-les-Bains

+33 (0)6 87 81 73 17  
jdjacquemin@gmail.com



## WORK EXPERIENCE

- 04/2014 - 09/2014**      **Game Designer - Magma Mobile Internship**  
«Bubble Blast Marbles», «Bubble Blast Adventure» etc.  
Design of around ten projects :  
documents conception, data analysis, level design,  
design of difficulty tools, QA (intern alpha and beta)
- 07/2013 - 09/2013**      **Game Designer - CNAM Internship**  
«olympOS» project  
It was a serious game to teach computing
- 05/2012 - 08/2012**      **Game Designer - Oc6Gen Internship**  
«Axone», «Eggman» and «Little God» projects  
3 mobile games. A social-treasure-hunt one, a platformer, and a puzzle one
- 11/2011**      **Game Jam Coordinator - Kawenga Internship**  
Organisation of the MIG Game Jam in Montpellier  
Welcoming of the participants, logistic, help to the teams
- 05/2011 - 09/2011**      **Game Designer - IRIEC Internship**  
«Axone Amphi» project  
It was a serious game for the «Paul Valéry University»

## EDUCATION

- 2012 - 2014**      **ENJMIN - Master's degree in Game Design**  
Two years program with final team project at the end of each year
- 2011 - 2012**      **UPV Montpellier III - Master's degree in Art**  
One year program in art with general culture courses and «plastic practice»
- 2010 - 2011**      **UPV Montpellier III - Video Game Bachelor's degree**  
One year program with game conception and game sociology courses
- 2008 - 2010**      **Lycée Ozenne - 2-year technical degree in Computing**  
Two years program with general courses in computing and programming