

# Dylan Fitzpatrick

## Game Designer


Irish / French

I have a **player-centric approach** and I am deeply **focused on the player's experience**.

**Meticulous & adaptive**, my work is practical, clear and efficient for any kind of user, whether player or coworker.

I want to **keep on growing** within the industry - contributing to, shaping and delivering **engaging video game projects**.

 <https://www.dylanfitzpatrick.net/>

 FR (+33) 6 35 45 81 56  
UK (+44) 7478 124 255

 [dylanfitzpatrick.pro@gmail.com](mailto:dylanfitzpatrick.pro@gmail.com)

 /in/dylanfitzpatrickpro

 Newcastle, UK (*open to relocation*)

## /// MAIN PROJECTS

### >. PROFESSIONAL WORK

- 2021 - Now — **Unannounced project [NDA]** | **AAA PC & console game**  
*Ubisoft Reflections, Newcastle, United Kingdom*  
- Game designer on an unannounced AAA PC & console game.  
- Designing, documenting and prototyping features.  
- Using in-house tools, communicating with other teams.
- 2020 - 2021 — **Riders Republic** | **AAA extreme sports game**  
*Ubisoft, Annecy, France*  
- World designer on a massive openworld, multiplayer extreme sports game.  
- Implementing world features, using in-house tools, communicating with other teams.
- 2018 — **Blacksmith** | **Mobile with Unity3D C# - Team of 6**  
*Ceclly, Metz, France*  
- Lead & technical game designer on a mobile idle game.  
- Designing, documenting and scripting features.  
- Providing a design framework for the team.

### >. STUDENT PROJECTS

- 2019 - 2020 — **Battle Cars** | **Unity3D C# - Team of 7**  
*Supinfogame, Valenciennes, France*  
- Lead designer & gameplay programmer.  
- Vehicular combat battle royale game.  
- Designing and documenting features, then implementing them.

## /// SKILLS

### >. TECHNICAL

Gameplay programming  
3C prototyping  
C# scripting in Unity3D (*certified associate*)  
Blueprint visual scripting in Unreal Engine

### >. PERSONAL

Communicative, empathetic  
Adaptive, fast learner  
Efficiency-seeking  
Passionate  
Problem solver

### >. GAME DESIGN

Documentation (*Confluence, Powerpoint, Excel, MIRO*)  
Rational game design, crafting player experiences  
Solving design issues  
Clear written and oral communications

### >. ORGANISATION

Disciplined and well organised  
Initiative-taker  
SCRUM and agile methods (*JIRA*)

### >. LANGUAGES

English & French: native bilingual proficiency  
German: limited working proficiency

## /// EDUCATION

- 2018 - 2020 — **Game Programming & Management** | **Master's degree**  
*Supinfogame Rubika, Valenciennes, France*
- 2015 - 2018 — **Game Design & Management** | **Bachelor's degree**  
*Supinfogame Rubika, Valenciennes, France*
- 2015 — **General Law student** | **1st year**  
*UPJV, Amiens, France*
- 2014 — **Baccalauréat in literature, with honours** | **High-school diploma**  
*Lycée Boucher de Perthes, Abbeville, France*

## /// HOBBIES

>. **MUSIC** *Listening, playing & composing*  
Progressive rock, metal, classical ...  
Drummer / Bassist / Guitarist / Vocalist  
«Music dealer»

>. **GAMING** *AAA Action / Platformers*  
God of War (2018)  
Horizon Zero Dawn  
Sly Cooper series  
Gran Turismo / Need for Speed

>. **VARIOUS INTERESTS**  
Astronomy  
Automotive industry  
Philosophy  
Norse mythology