

# Jérémy Derive

GAME DEVELOPER

## Personal Profile

Extremely motivated to constantly develop my skills and grow professionally. I am confident in my ability to come up with interesting ideas

## Core competencies

- C#, C++, Blueprint.
- Proficient in Unity & Unreal scripting.
- Rapid prototyping.
- PC & Mobile Game Development.
- Great knowledge of the VR framework.

## PROFESSIONAL EXPERIENCES

### LIVE OPS DESIGNER

The Tiny Digital Factory  
January 2023 - Present

- Identify and report bugs
- Analyze the player experience
- Propose and implement changes in the game
- Analyze player feedback and propose solutions

### UNITY DEVELOPER

Khundar  
September 2022 - November 2022

- Gameplay development

### QA TEST

Ubisoft  
January 2021 and May 2021

- Playtest on The Crew 2
- Playtest on Riders Republic

## PERSONAL PROJECTS

### VANDOEUVRE VR

Virtual reality tour of Vandeoeuvre

### LAB.IA

Mobile arcade game

### ONTRACK - MUSICAL TRIP

Mobile party game

### T.E.D

Mobile arcade game

## EDUCATION

### BRASSART LYON

Bachelor of Game Design, 2019 - 2022

Diploma in Game Design. Extensive training in video game programming.

## Contact details

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69003, France

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### Portfolio :

[www.jeremyderive.fr](http://www.jeremyderive.fr)

### LinkedIn :

[Jérémy Derive](#)

## Skills

- Ability to adapt
- Team spirit
- Ability to listen
- Organized
- Sense of contact

## Languages

- French
- English
- Italian

