

JÉRÉMIE DESROSIERS

Game Designer

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EDUCATION

Bachelor, Video Game Design

Université du Québec en Abitibi-Témiscamingue

2015 - 2018 Montréal

DEC in Multimedia and Web Design

CÉGEP de l'Outaouais

2011 - 2014 Montréal

EXPERIENCE

Game Design Intern

Double Stallion

03/2018 - 05/2018 Montréal

Balance and design work on Speed Brawl, a game late in development

- Rehauled skill trees of all characters
- Designed over 200 items and equipment
- Provided constant QA support
- Balanced leaderboard & medal times

Webmaster

La Voix de l'Immigrant

06/2016 - 08/2016 Gatineau

Charity assisting professional immigrants in finding work

- Updated another Webmaster's work
- Provided counsel to employer
- Ensured Accessibility
- Fixed technical issues

Junior Web Developer

L'Essence-Ciel

2014 - 2015 Gatineau

Metaphysical supply store

- Adapted website for mobile devices
- QA tests alongside client and customer

LANGUAGES

French

Native



English

Proficient



EXTRACURRICULARS

Game Master

D&D, Pathfinder

2010 - Ongoing

Worldbuilding, systems and mechanics design, game balance

Author and Founding Member

Le Point de Contrôle

2016 - 2018 UQAT

Writing about obscure video games and internet curiosities

NOTABLE ACCOMPLISHMENTS



UQAT's Problem Solver - 2018

Awarded during graduation ceremony



600+ games on Steam

Yet not enough time to play them all



8th Ubisoft Creative Jam

Created Matryoshka



UQAT Game Jam

Created Office Life Simulator