

# PIERRE HENRI HEURTE

Seeking a job in **Game Design**

## CONTACT

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## LINKS

pierrehenriheurte.fr  
linkedin.com/in/pierre-henri-heurte  
heur.itch.io  
github.com/heurteph

## LANGUAGES

french : native  
english : fluent  
german : B2 level

## HOBBIES

reading  
history  
cryptocurrencies  
youtube channel

I am a **game designer** currently working at Asobo Studio on the newly announced **MSFS 2024**. I am now looking for new opportunities in the industry.

I like to find **creative solutions** to problems and only keep the most relevant one. The games that inspire me the most are those from which the players can learn something useful. Because of my educational background in computer science, I am also able to ensure an efficient link with the **technical department**.

## EXPERIENCE

august 2021 - Present	<b>Microsoft Flight Simulator</b>	
<b>Game Designer</b>	Owner of the career mode of MSFS 2024. Gamifying an open-ended simulation for a more casual gaming community	🕒 2 years 👤 Asobo
march - august 2021		
<b>Mission Designer</b>	Working on game modes for the Xbox Series port of MSFS 2020 and for the Top Gun Maverick expansion	🕒 6 months 👤 Asobo
2020 - 2021	<b>The Brittle Ones - Second year project</b>	
<b>Game Designer Developer</b>	<b>Beat-them-up</b> set in a porcelain world where fighters break if they strike. Dodge your opponents to trick them into smashing themselves against obstacles	🕒 4 months 👤 10
2019 - 2020	<b>Path of Esthesia - First year project</b>	
<b>Game Designer Developer</b>	<b>Survival game</b> in a contemporary city, where you play as a sensory hypersensitive heroine trying to find peace	🕒 4 months 👤 5-8

## SKILLS

<b>Unity</b>	C#/Visual Studio	<b>Game Design</b>	3C, game loops, balancing, game feel
<b>Unreal</b>	Blueprint, C++/Visual	<b>Level Design</b>	Sketches, blockout, ProBuilder, BSP
<b>Versioning</b>	Git, Perforce	<b>Teamwork</b>	Teams, Notion, Azure DevOps
<b>Prototyping</b>	Prototypes, storyboards	<b>Office</b>	Powerpoint, Word, Excel

## EDUCATION

2019 - 2021	<b>CNAM-ENJMIN, Angoulême</b>	
Master's degree in Game Design	Methodologies for game design, level design, game feel. Balancing of game system, rapid prototyping, scripting on Unity and Unreal, asset integration, documentation, teamwork, public presentations	
2015 - 2016	<b>Paris VI University UPMC</b>	
M1 ANDROIDE	Multi-agent system, natural language processing NLTK, development of a menu for a restaurant in C++/Qt. Use of Python, XML, SQL, Git	
2010 - 2013		
Bachelor's degree in Computer Sciences	Java, C, Python, constraint programming, probabilities, graph theory, computational complexity, MIPS32 architecture, compiler theory	

## PORTFOLIO

