

Frédéric Smyczynski

5721, Boileau street
Montreal (Quebec) H1N 1P4
Tel. : 514 524 7417

magicfred@gmail.com
[LinkedIn Profile](#)

Summary

- Over 15 years of professional experience in the game industry as Web and Mobile Game Designer
- Game Designer High Concept for the top grossing Jurassic Park Builder, at Ludia
- Double profile : Game Designer and Artist

Expertise

- Creating detailed and illustrated game design documentations
- Rapid prototyping and iteration for testing purposes using Flash
- Using F2P game methods (core loop, retention, monetization, virality)
- Funnel and KPI analysing, optimization from playtest and A/B testing
- Creating UI/UX, ergonomics (onboarding and intuitive game flow)

Professional Experience

2017

Game Design & UX Design Consultant - Freelancer

2016

Senior Game Designer - Houghton Mifflin Harcourt, Montreal, QC, Canada

- I'm working on Educational Games for the US education program

2009 - 2016

Founder and Creative Director - Dijiko, Montreal, QC, Canada

- 3 Flash games shipped (Kiwitiki 1 and 2, Meteor Wars)
- 2 mobile games shipped (Kiwitiki, Submarine Race)
- Design skills: Game design, art direction, production, iteration process
- Business & Management skills: Project management, sales, partnerships, administration, indie game company management
- Communication skills: PR, marketing

2014

Senior Game Designer - Roofdog Games, Montreal, QC, Canada

- 2 mobile games shipped (Pocket Mine 2, Pocket Road Trip)

- Design Skills: Game Design, F2P mechanics, Level Design, Mission design
- 2012 **Game Designer and Art Director** - Massive Finger, Montreal, QC, Canada
 - 1 mobile game shipped (Pinball Maniacs)
 - Design Skills: Art Direction, Game design, F2P mechanics, Art, Animation, UI/UX, Marketing Assets
 - Skills learned: MVP process, monetization
- 2011-2012 **Game Designer** - Ludia, Montreal, QC, Canada
 - 1 mobile game shipped (Jurassic Park Builder)
 - Design Skills: Game Design (high concept), Art Direction
 - Skills learned: Social game features (Facebook)
- 2008 **Game Designer** - Tribal Nova, Montreal, QC, Canada
 - 3 web games shipped (Spiez, Sliced, Grossology)
 - Design Skills: Game design, Art Direction, Level Design, Game Flow, Balancing, Playtest, Prototyping, Production Assistant
- 2001-2007 **Co-Founder, Game Designer and Art Director** - Yamago, Paris, France
 - More than 30 web games shipped (Clients : Cartoon Network, Disney, LEGO, Namco, Playstation, Advertising Agencies)
 - Design Skills: art direction, art, animation, UI/UX, game design, level design
 - Business and Management skills: service company management, leadership and recruitment

Education

- 2009 **Starting a Business** - SAJE, Montreal, QC, Canada
- 1997 - 1998 **Bachelor of Science and Technology** - Lycée du Dauphiné, Romans-sur-Isère, France

Skills

- Languages French (First language), English

Computer
Skills

Adobe Flash (Expert), HTML (Basics) Unity (Basics), Google Docs,
Sheets, Slides, Forms (Excellent), Adobe Dreamweaver (Good),
Adobe Photoshop (Good), Audacity (Good)

References available upon request