

# Jean Baptiste Leclercq

Born on 17/06/1986

## Contact

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[www.jbleclercq.com](http://www.jbleclercq.com)

or flash the QR Code on top of this page


## Languages

 Native


 Fluent


 School Level

## Hobbies

 Board games design, Game concepts for video games

 Writing: novels, short stories

 Video games, board games

 Cello, bass, guitar

 Sport

# XP Professional Experience



## Since March 2018



Game Designer at Ubisoft Annecy, France

- Project: Tom Clancy's The Division 2
- Design non-combat AI NPCs behaviour that fit the intention regarding mood and progression.
- Create Behavior Trees to implement these routines (visual scripting)
- Update the data-driven behavior system (animations, tags, dialog system)
- Place the NPCs and their routines in the game world, taking into account the expected mood and progression, as well as navigation problematics
- Tweak NPCs density to reflect the world progression in a performances friendly way
- Troubleshoot and debug issues with non-combat NPCs

## September 2016 - February 2018



Dev Tester at Ubisoft Annecy, France

- April to December 2017 : World Dev Tester on Steep Road To The Olympics.
- September 2016 to March 2017: Online Dev Tester on Ghost Recon Wildlands.
- Bug reports using Jira, Performances testing, on PC, Xbox One and PS4

## 2015 - 2016



French Localisation Specialist and QA Tester  
Dovetail Games, United Kingdom

- English/French and French/English translation (in game content, marketing, PR, technical support) using CAT tools (MemoQ)
- Localization checking for all localised content published by the studio (1 release per week)
- Assisting the Localization Manager to set up localisation projects

## 2014



Junior Game Designer - Neopica, Belgium

- Gameplay creation for 3DS mini-games
- Update of the GDD at every version
- Design of the UI flow
- Writing of all the game's dialogues and narrative structure

## 2013-2014



QA Tester - Cyanide, France

- Tests and Tests dispatching among the team
- Work on various games and platforms

## Education



### 2012 -2013

Licenciate Degree : Game Design / Level Design  
- Gamagora, Lyon



Winner of the Ganuta Cross Schools Contest  
2012

### 2004 - 2008

Licenciate Degree : Anglo-Saxon Language, Literature and History  
- Université de Bretagne Occidentale, Brest



## Skills

- Photoshop
- Word
- Unreal 4
- Trac
- Illustrator
- Excel
- Unity 3D
- Mantis
- Snowdrop
- TestLink
- Jira

Jean Baptiste  
Leclercq



Games I have worked on

*As a Game Designer*



*As a Tester*



PS3



PS4

