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PROFILE

- 11+ years in the industry
- Senior Level Designer on AAA projects
- Lead Level Designer on AAA projects
- Quick learner, proactive and efficient
- Creative, generous, motivated and dynamic

EDUCATION

Ubisoft's Design Academy RGD/RLD/Sign&Feedback workshop	Design Academy Paris	April 2011
Professionnal Diploma - Computer Science	CFP Fierbourg Québec	June 2005

PROFESSIONAL EXPERIENCES

Senior/Level Designer <ul style="list-style-type: none">• Created 3D levels in Sketchup and 3DsMax• Balanced rhythm, difficulty, intensity• Creation of appealing worlds combining vistas and exploration• Used different in-house editors (Anvil, Blacksmith, Snowdrop, Divinity, etc)	Larian Studios Québec/Ghent Ubisoft Entertainment Québec	October 2006 Today
Lead Level Designer <ul style="list-style-type: none">• Team management• Task management• Planning• Ensuring quality• Reviewing• Mentoring• Jira/Hansoft	Ubisoft Entertainment Massive Entertainment Québec/Malmö	January 2012 December 2014
Game Designer (Only a short mandate) <ul style="list-style-type: none">• Create every game mechanics• Create RGDs• Balance every aspect of the game• Design Interfaces, Signs & Feedbacks, etc	Ubisoft Entertainment Québec	January 2011 June 2011
Video Game Tester <ul style="list-style-type: none">• Find and report bugs• Ensure the quality of the game	Ubisoft Entertainment Québec	November 2005 October 2006

ACHIEVEMENTS

Divinity : Original Sin 2 (PC) Senior Level Designer	Larian Studios	2017
Assassin's Creed: Syndicate (PS4, Xone) Lead Level Designer Senior Level Designer	Ubisoft Entertainment	2015
Assassin's Creed 4 : Black Flag (PS3, PS4, X360, Xone) Lead Level Designer	Ubisoft Entertainment	2013
Tom Clancy's – The Division (PS4, Xone, PC) Lead Level Designer	Massive Entertainment	2012
Assassin's Creed 3 & DLC (PS3, X360) Senior Level Designer	Ubisoft Entertainment	2011
Might & Magic : Duel of Champion (PC) Game Designer	Ubisoft Entertainment	2011
Assassin's Creed : Revelation (short mandate) (PS3, X360) Level Designer Game Designer	Ubisoft Entertainment	2011
Assassin's Creed : Brotherhood (PS3, X360) Level Designer	Ubisoft Entertainment	2010
Prince of Persia : The Forgotten Sands (Wii, PSP) Level Designer	Ubisoft Entertainment	2010
Surf's Up (DS, PSP, GBA) Level Designer	Ubisoft Entertainment	2007

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