

**Jean-François Gagné**  
Östermalmsgatan 64, 114 50  
Stockholm, Sweden  
(46) 079 558 11 91

jeffgagnenord@gmail.com  
<http://jeffgagne.com>

## **PROFILE**

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

## **PROFESSIONAL EXPERIENCES**

<b>Senior/Level Designer</b> <ul style="list-style-type: none"><li>• Created 3D levels in Sketchup and 3DsMax</li><li>• Balanced rhythm, difficulty, intensity</li><li>• Creation of appealing worlds combining vistas and exploration</li><li>• Used different in-house editors (Frostbite, Anvil, Blacksmith, Snowdrop, Divinity, etc)</li></ul>	Ubisoft Entertainment Québec  Larian Studios Québec/Ghent  EA DICE Stockholm	October 2006 June 2015  June 2015 February 2018  March 2018 Today
<b>Lead Level Designer</b> <ul style="list-style-type: none"><li>• Team management</li><li>• Task management</li><li>• Planning</li><li>• Ensuring quality</li><li>• Reviewing</li><li>• Mentoring</li><li>• Jira/Hansoft</li></ul>	Ubisoft Entertainment Massive Entertainment Québec/Malmö	January 2012 December 2014
<b>Game Designer (Only a short mandate)</b> <ul style="list-style-type: none"><li>• Create every game mechanics</li><li>• Create RGDs</li><li>• Balance every aspect of the game</li><li>• Design Interfaces, Signs &amp; Feedbacks, etc</li></ul>	Ubisoft Entertainment Québec	January 2011 June 2011
<b>Video Game Tester</b> <ul style="list-style-type: none"><li>• Find and report bugs</li><li>• Ensure the quality of the game</li></ul>	Ubisoft Entertainment Québec	November 2005 October 2006

## ACHIEVEMENTS

<b>Battlefield V (PC, Xone, PS4)</b> Senior Level Designer	EA DICE	2018
<b>Divinity : Original Sin 2 (PC)</b> Senior Level Designer	Larian Studios	2017
<b>Assassin's Creed: Syndicate (PS4, Xone)</b> Lead Level Designer Senior Level Designer	Ubisoft Entertainment	2015
<b>Assassin's Creed 4 : Black Flag (PS3, PS4, X360, Xone)</b> Lead Level Designer	Ubisoft Entertainment	2013
<b>Tom Clancy's – The Division (PS4, Xone, PC)</b> Lead Level Designer	Massive Entertainment	2012
<b>Assassin's Creed 3 &amp; DLC (PS3, X360)</b> Senior Level Designer	Ubisoft Entertainment	2011
<b>Might &amp; Magic : Duel of Champion (PC)</b> Game Designer	Ubisoft Entertainment	2011
<b>Assassin's Creed : Revelation (short mandate) (PS3, X360)</b> Level Designer Game Designer	Ubisoft Entertainment	2011
<b>Assassin's Creed : Brotherhood (PS3, X360)</b> Level Designer	Ubisoft Entertainment	2010
<b>Prince of Persia : The Forgotten Sands (Wii, PSP)</b> Level Designer	Ubisoft Entertainment	2010
<b>Surf's Up (DS, PSP, GBA)</b> Level Designer	Ubisoft Entertainment	2007

<http://ca.linkedin.com/in/nordentipwel/>