

## CURRENT POSITION : DESIGN LEAD

**Professional goal :** After more than three years as a Lead Designer and more than 10 years of practice as a designer of space and narrative (as Level Designer and Architect), I am searching for an opportunity to express my skills on large scale design in long term projects.

**Profile :**

- Bilingual (English, French),
- 3+ years as Game Design Lead (ongoing),
- 3+ years as a Technical Designer,
- 6+ years of practice as an Architect,
- Professional use of Unreal, Unity, ArchiCad, Photoshop, InDesign,
- Knowledge and experience in project management (Waterfall, Agile...),
- Motivated by novelty and constructive criticism.

## EXPERIENCE

**Feb 2022** Game Design Lead at Behaviour Interactive in Montréal (QC) :

To now

- Design and creation of tools and procedures for the team
- Management of up to 10 designers split in as much as 4 teams
- Close work with Production team and Direction team to define and scope milestones
- Definition of requirements of features with the team in collaboration with prog and art
- Handling of quick Direction changes with the team of designers
- Delivery of one Project (SilentHill: Ascension)

Senior Technical Designer

- Design and creation of tools and procedures for the team
- Design of a modular cinematic tool that creates interactive sequences in a MMO narrative experience
- Definition and validation of requirements of design features with prog and art teams

**Dec 2018** Technical Lead of Level Design and Product Lead at CM Labs in Montréal (QC) :

To Feb 2022

- Design and creation of levels for the training software
- Design of UX and UI elements for the training modules
- Design of tools for internal development for the proprietary software of the company
- Project management from rough estimates to delivery at our customers'
- Responsible for the recruitment of new level designers
- Participation in building the products roadmap of the department
- Successfully shipped 6 training programs

**Sept 2017** Training : Level Designer at Gamagora in Lyon (FR) :

to May 2018

- Programming (Python, C#, MEL)
- Game Design and Level Design (prototypes, research documents)
- Management of a team project (concepts and prototypes)

**Mars 2010** Architect, project manager in Strasbourg (FR) :

to Oct 2016

- Construction management (from tender calls, to weekly followups, payments until delivery)
- Project management (from diagnose until final delivery, budgets >3M€)
- Multiple project sketches (housing, restoration, shops, administrations, academic...)
- Client relations (assessing needs, creation of a program, rough estimates, financial updates)
- Creation of detailed construction plans for contractors
- Management of administrative files

## TRAINING & ACADEMIA

**Sept 2017** Level Design at Gamagora, Université Lyon2 in Lyon (FR)  
**à Juin 2018** *-initiation in programming, LDD, practical cases of Level Design, game projects*

**2018 : Diplôme Universitaire : Level Designer**

**Oct 2009** Construction project management at INSA in Strasbourg (FR)  
**à Déc 2009** *-training allowing the inscription to the national order of architects in France*

**2012 : Authorization to register as a licensed Architect in France (HMONP)**

**Sept 2005** Masters in Architecture at National Institute for Applied Sciences (INSA) in Strasbourg (FR)  
**à Sept 2009** *-training in project management and design in Architecture and city planning*

**2009 : Architect Diploma – Masters in Architecture**

## SOCIAL LIFE

### Volunteering :

**2016-2017** Evaluation of construction costs for re-building Schools in Jacmel (HT) :  
- Visit and evaluation of the damages done by Hurricane Matthew in the city of Jacmel

**2011-2016** Founding member of a cultural association in Strasbourg (FR) :  
- management of projects (from programming to cleaning the venues)  
- stage management  
- relation with the external partners (bands, venues, other associations, administration)  
- accounting for the association  
- [www.facebook.com/punkroutine](http://www.facebook.com/punkroutine)

### Loisirs :

**2004-2016** Member in a band  
- 2 LP et 2 EP issued with micro labels  
- 254 shows including 6 tours in Europe and 1 tour in South America  
- [theboring.bandcamp.com/](http://theboring.bandcamp.com/)

**Misc** : computers, TTRPG, video games, board games, woodworking, manga, comics (EU and US), movies...