

GAME & LEVEL DESIGNER

Born March 17th, 1988
Live in Lyon, France
Willing to relocate!



LANGUAGES

French (native)
English (fluent)
Spanish, German (basis)

KEY SKILLS

Level design, level building, blockmesh
Interactive storytelling
System design
Visual scripting
Gameplay programming
Tools programming

FAVORITE SOFTWARES

Unity 3D 
Unreal Engine 
PPT / Word / Excel (for documentation)
Photoshop / Illustrator (for mockups & wireframes)
Knowledge of 3D modeling tools (3Ds Max, Blender)
Knowledge of sound editing software (Ableton Live, Audacity)

HOBBIES

VIDEO GAMES

Favorite genres: RPG, FPS, Adventures, Roguelikes, 4X

MUSIC COMPOSITION

Guitar, Saxophone, Singing
Has some recording equipment

MISCELLANEOUS

Literature, Movies, Sciences, Psychology, Running, Hiking, Skiing, Travelling, Yoga and Meditation...

Pierre Gaudillere

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Work Experience

Present Day

Freelance in Game Design & Game Development

- ▶ Achieved various projects for a wide range of business activities (board games, architecture, health, culture...)
- ▶ Trainer in Level Design and Game Scripting (Unity 3D / Unreal Engine) for different game schools (Supinfogame Rubika, eArtSup)

Dec. 2020 – Sept. 2021 | TACTICAL ADVENTURES

Level Designer

- ▶ Worked on CRPG game *Solasta Crown of the Magister*: level building and scripting, tools dev, documentation



Jun. 2020 – Nov. 2020 | MOON STUDIOS

Level Designer

- ▶ Worked on a unannounced title



Oct. 2013 – Sept. 2016 | ARKANE STUDIOS LYON

Level Designer

- ▶ Worked on *Dishonored 2* from start to end: level building, level scripting, mockups, papermaps



June 2011 – Oct. 2012 | LE CCCP

Game Designer / Unity 3D Developer

- ▶ Worked as Unity 3D developer on indie games. Also wrote game proposals and took over external contracts when necessary



June 2010 – Sept. 2010 | FISHING CACTUS

Game Designer / Level Designer (internship)

- ▶ Built 60 levels for Shift 2 – iPhone, designed and prototyped flash games



Other Experience

- ▶ Constant work on personal projects and mods.
- ▶ Two years modding experience with Neverwinter Nights on a homemade multiplayer persistent world.
- ▶ Associative involvement in pen-and-paper role playing games (Game master on *Dungeon & Dragons*, *Call of Cthulhu* ; designed housemade systems and storylines).

Education

2007 - 2011 | SUPINFOGAME

Master Degree in Game Design & Management

- ▶ Designed and developed a narrative game system blending interactive storytelling and video editing with Unity 3D