

GAME & LEVEL DESIGN

Born March 17th, 1988
Live in Saint-Pierre, La Réunion
France

LANGUAGES

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

KEY SKILLS

- Game mechanics and system design
- Interactive and environmental storytelling
- Level building
- Visual scripting
- Game prototyping

FAVORITE SOFTWARES

Unity 3D
Unreal Engine
Google Sketchup
Powerpoint
Visio / Word / Excel
Adobe Photoshop
3Ds Max
Ableton Live

HOBBIES

VIDEO GAMES

Favorite genres: RPG, FPS,
Adventure, Roguelike, 4X

MUSIC COMPOSITION

Guitar, Saxophone, Singing
Own recording equipment

MISCELLANEOUS

Literature, Movies, Astronomy
and Physics, Psychology,
Cooking, Swimming, Skiing,
Hiking, Travelling, Yoga and
Meditation...

Pierre Gaudillere

<http://www.pierregaudillere.com>
pierre.gaudillere@gmail.com



Work Experience

Present Day

Freelance in Game Design & 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)

Oct. 2013 – Sept. 2016 | ARKANE STUDIOS LYON

Level Designer



- ▶ Worked on *Dishonored 2* as Level Designer (level building, level scripting, mockups, papermaps...)

Oct. 2012 – Apr. 2013 | CCCP

Game Designer / Unity 3D Developer

- ▶ Developed serious games using Flash / Actionscript 3 and Unity 3D

June 2011 – Oct. 2012 | UNCANNY GAMES

Game Designer / Unity 3D Developer

- ▶ Main developer on two mobile games

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