Pierre Gaudillere

Technical Level Designer

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With more than 10 years of experience in the video game industry, I had the chance to work with teams of all sizes, from indie ventures to AAA productions. I thrive on navigating the intricate landscape of technical challenges, utilizing my problem-solving skills to deliver inventive solutions. Eager to be part of a forward-thinking team, I'm always excited about the prospect of working closely with other disciplines.

I'm today willing to relocate and join an international company to work full-time on a next-gen project.

Skills

Versatile, fast-learner, proactive. Self-made programmer with good knowledge of OOP.

- **Unreal Engine:** BSP, Landscape, Blueprint, Construction script, Material graph
- **Unity 3D:** Probuilder, Terrain, C# component & tools programming, Shadergraph
- **Other software:** Blender, Photoshop/Illustrator, Audacity, Google docs & spreadsheet

Level Design Experience

Technical Level Designer @ Tactical Adventures (2020 - 2021)

- Worked on *Solasta - Crown of the Magister* from early access to release.
- Balanced loots and encounters to establish pacing and difficulty progression throughout the campaign.
- Designed two complete maps for DLCs, from blockout to final art, featuring non-linear layout and quests with multiple endings.
- Designed several randomized encounter maps.
- Designed the prefabs of the in-game level editor and created a full map with it in order to showcase its possibilities to the players.
- Developed tools for scripting interactive objects and speeding up blockout iterations.
- Scripted an automated bot to help with QA and debug.

Level Designer @ Moon Studios (2019 - 2020)

- Worked on the pre-production of *No Rest for the Wicked*.
- Designed a "climb to the top" map with multiple paths and non-linear progression.
- Closely participated to design meetings, internal playtests and gameplay balancing.

Level Designer @ Arkane Studios (Lyon) (2013 - 2016)

- Worked on *Dishonored 2* from pre-production to release.
- Designed mission flows, maps blockout and collaborated daily with architects and artists to create immersive and consistent playgrounds
- Synchronized with the technical and narrative team to create the first mission, ensuring that the game started with a "boom".
- Scripted AI behaviors, patrols and cutscenes.
- Set up the tutorials and their pacing to teach the key mechanics to the player.
- Improved validation of gameplay mechanics by prototyping multiple gameplay vignettes with test maps.
- Closely worked with QA and fixed tons of bugs during post production.

Freelance Experience

Level design consultant for various indie companies

- ***Orphan Age***, Black Flag Studios (CANCELED)
  - Designed random maps using additive scenes that can connect together in multiple ways while remaining balanced and interesting to play.
  - In charge of establishing metrics, balancing resources and base-building economy.
  - Closely worked with coders on AI behaviours and interactable state graphs.
  - Developed several tools in Unity to speed up production.
  - Closely worked with external artists to bring flavor to the environment by reworking the main shader from scratch.

- ***The Smurfs - Dreams,*** Ocellus Studios
  - Worked on the pre-production of a next-gen 3D platformer using Unreal Engine.
  - Developed tools to generate props and geometry using meshes instances.
  - Helped game design teams to validate mechanics by prototyping gameplay.

- ***MIO : Memories in Orbit,*** Douze Dixièmes
  - Helped the team to setup the global layout of the world map, including overall difficulty progression and pacing.

- ***Joan of Arc,*** Mythic Games
  - Worked on the digital version of a board game involving high strategy and complex mechanics.
  - Developed a "scenarii editor" in Unity allowing players to create their own campaigns.

Teaching Experience

Unreal Engine and Unity teacher since 2013, for several video game schools in France

- ECV Lille, Rubika, Gamagora Lyon
  - Teaching level design theory and Unreal Engine (map blockout, blueprint scripting, AI behaviours, art & animation workflow).
- Artline
  - Created 20 videos "make a stealth FPS in Unreal" and mentored end year projects

Education

- Master II in Game Design & Production @ Supinfogame (2007-2011, France)

Languages

- French (native) – English (fluent) – German / Spanish (basis)

Hobbies

Video Games (CRPG, tacticals, immersive-sim, FPS…), Litterature, Movies & Documentaries, Playing music (guitar, saxophone, piano, MAO), Running, Hiking, Yoga, Travelling