

Guillaume Le Bris

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10+ years design XP

AAA and F2P productions experience




Looking for a new exciting Senior Designer role

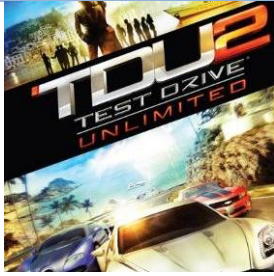
Specialties: Unreal Engine, Procedural Content Creation, Systemic Design.

SKILLS

- **LEVEL DESIGN:** from conception and **whiteboxing** to difficulty balancing, **modeling** pieces of layout and writing **assets specs sheets**. Script scenaric events (UEd *Kismet* or similar), NPC behaviours/AI, *PhysX/Havok* objects. Extensive knowledge of *Unreal Engine*, *Unity3d*, *Maya*-like and *Sketchup* modeling tools. Always keeping in mind **technical constraints** and scalability.
- **TECH DESIGN:** set LD **production pipeline**, features & **tools** definition, constraints and guidelines. Write efficient **gameplay scripts** for both features and LD needs (*C++* basics, *Lua*, *UnrealScript*, *Blueprints*). Pushing for **procedural** and **systemic** approaches to help prototyping, iterating faster and creating better, bigger content in modern - open world - games.
- **MECHANICS:** Design mechanics from **high level** specifications to final tweaking, **prototyping** features on **various types of projects**. Strong **experience** with **3rd person** games, puzzles design, **combat** setting, **physics/destructible** objects, on both linear and **open** games.
- **MANAGEMENT:** mentor juniors, define tasks and help to achieve goals.

EXPERIENCE

Senior Tech Designer, Warner Bros Games		Montreal, Canada	Nov 2013 – Present
Unannounced project for PS4, One, PC <i>Unreal Engine 3 & 4</i>		Spearheaded the development of new LD tools allowing faster iterations through procedural and systemic approaches. Prototyped multiple features and tools by working closely with programmers on a daily basis.	
Senior Game/Level Designer, DontNod		Paris, France	Mar 2012 – Apr 2013
<u>Designer</u> on <u>Remember Me</u> for PS3, 360, PC <i>Unreal Engine 3</i> - Contract position -		Brought the 3rd level, 1.5h of gameplay from alpha to final on this story driven platform/combat game. Tasks: Layout building, 'in-house <i>state machine kismet</i> ' scripting, level related gameplay features, fights setup, gameplay tweaking.	
Senior Level Designer, Spicy Horse		Shanghai, China	Feb 2010 – Feb 2012
Lead Level Designer <i>Unity3d</i>		Lead the level design on two F2P single and multiplayer projects: a Hack&Slash known as <u>Akaneiro</u> and a TPS (based on PVZ, cancelled). Tasks: set pipeline steps, features request, High Level docs, level building, team management.	

<p>Level Designer on Alice Madness Returns for PS3, 360, PC</p> <p><i>Unreal Engine 3</i></p>		<p>Designed or modified levels, especially on the 4th and 5th chapter, on a story driven platform game.</p> <p>Tasks: Layout building, kismet scripting, gameplay features design, difficulty tweaking.</p> <p>Juniors mentoring experience, LD guidelines docs, make example pieces of layout.</p>
<p>Level builder on: Test Drive Unlimited 2 for PS3/PC/360.</p> <p><i>Twilight 2 (Maya-like)</i></p> <p>Level Designer on Alone In The Dark for 360/PC and Inferno version on PS3.</p> <p><i>Twilight 2 (Maya-like, Lua, Havock)</i></p>	 	<p>Lyon, France Jun 2006 – Dec 2009</p> <p>Generation of a specific part of the Ibiza island.</p> <p>Tasks: Research on the best parameters to procedurally generate houses, pavements, vegetation on different kinds of landscape.</p> <p>Diversify styles, add visual hooks to help the player identify his position more easily.</p> <p>Worked mainly on three sequences of the game, meaning 2h of gameplay, from conception to final.</p> <p>Tasks: Brainstorm gameplay situations, write and maintain level design documents.</p> <p>Work in small teams with short schedules in 'SCRUM', team leader experience.</p> <p>Build/script sequences: layout/heightmap, scenaric events with a 'kismet like' graph tool, NPC behaviours and encounters.</p> <p>Buil multi-constraints 'Havok' physics objects. Write gameplay LUA scripts.</p>
<p>Level scripiter, Eko Software</p>		<p>Choisy-le-Roi, France Sum 2005 (3 months)</p>

- o **Level scripiter** on the game **Th3 Plan** for PS2/PC.

Tasks: scenaric scripting of the 11th mission from scratch to final.

-----> **Recommendations upon request for any position** <-----

LANGUAGE

Fluent: English (FCE, CAE), French (Native). **Basics:** Chinese Mandarin, German

EDUCATION

2004-2006: Masters degree in **Game Design** at [Supinfogame](#), Valenciennes, France.

2000-2003: [Preparatory classes](#): two-year undergraduate intensive course in mathematics and physics and 1st year in Engineering at E.S.E.O., Angers, France.

2000: Baccalaureat S in sciences, engineering major, Lycée St Gabriel, St Laurent, France.

INTERESTS

Reading/writing, playing the guitar, travelling, scuba diving, economics, science, ethics, permacultutre, cinema and video games of course.