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## Game & AI Designer

With over 3,5 years of experience working on AAA games, tackling subjects ranging from AI & Combat design at both micro and macro scales, to tweaking & prototyping in 4 different engines.

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### Professional Experience

2017–2019

2.5 years

#### Tom Clancy's The Division 2 - Game Designer

UBISOFT Annecy - Snowdrop Engine

*The Division 2 is an online multiplayer role-playing shooter set in an open world.*

- **Designing Wildlife as a Feature Owner**, including reactions to players, NPCs and open world
- **Designing & Prototyping 1 Raid Boss fight**, including Boss Behavior & Puzzles in the area
- **Integration of Safe Areas NPCs**, along with preliminary AI design
- **Integration of designed Wildlife IA** through visual scripting, behavior trees and data, in engine
- **Support on Out of Combat behaviors** for human NPCs with multiplayer open world constraints
- **Prototyping AI-related features** during pre-production

2016

6 months

#### Tom Clancy's The Division - Game Designer Intern

UBISOFT Annecy - Snowdrop Engine

*The Division is an online multiplayer role-playing shooter set in an open world.*

- **Improving civilians and wildlife** through R&D, by making them react to a wider range of stimulus, and showing off more expressions
- **Optimize Behavior Trees** of already made features so that they would be lighter & easier to read
- **Implementing & Testing Special Events Gameplay modifiers**, along with their custom data (schedule, rewards, loot tables)

2015

4 months

#### Assassin's Creed Syndicate's Jack the Ripper DLC - Game Design Intern

UBISOFT Montpellier - Anvil Engine

*Jack the Ripper DLC focuses on the famous killer, introducing new fear and investigation features.*

- **Designing and integrating the DLC weapons**, including balancing inside the engine
- **Designing and balancing enemies' DLC exclusive rank**, making them more challenging
- **Various design tasks**, including tutorial design, UI
- **Managing and editing the text asset base**, from creation to their final lock for localization

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### Project Experience

2015

#### Feral - Game and Level Design - 7 students team - Unreal Engine

*Action/explorer game putting the player into a beast trying to climb to the top of the food chain.*

- **AI Design and Integration** of preys and predators' behaviors, reacting to player and themselves in different ways, through Blueprints & Behavior Trees
- **Tweaking gameplay 3Cs**

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### Education

2011–2016

#### Master in Game Design & Management

SUPINFOGAME, Valenciennes, France

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### Skills

- **Game Design:** Game Concept, GDD and behavior documents writing, tweaking, balancing
- **Level Design:** Level design document writing, single and multiplayer level design, level building
- **Fluent with engines:** worked with Unity, Unreal Engine, Anvil, Snowdrop