LOÏC BOURDREL
SENIOR TECHNICAL DESIGNER

I am a **Technical Designer**, working at **Ubisoft Annecy** on an unannounced project.

I like clean scripts, efficient tools, and creating the best experience for the players.

Holder of a master's degree in Game Design & Management, from Rubika Supinfogame school.

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— PROFESSIONAL EXPERIENCE —

Ubisoft Annecy
(France)
Jul. 2019 - Today

UNANNOUNCED PROJECT

SENIOR TECHNICAL DESIGNER
Working on an unannounced project.

STAR WARS OUTLAWS

SENIOR TECHNICAL DESIGNER
AI design | NPC behaviour

I became a Senior Technical Designer right after the release of the game, and kept on improving the enemy NPCs.
The main focus during the live was improvement on enemy detection and alert behaviour, as well as allowing **combat inside cities**, which presented a big challenge AI-wise.

TECHNICAL DESIGNER
AI design | NPC behaviour

I joined the AI Design team to work on **NPC behaviour**.
I designed and implemented the combat behaviour for **Melee NPCs**, and worked on the global out-of-combat behaviour relating to **detection, combat propagation** and **investigation**.

RIDERS REPUBLIC

TECHNICAL DESIGNER
Progressions systems | Flows | Tools

I became a **confirmed technical designer** after 1 year in the team. My job title changed from technical level designer to technical designer to reflect our wider role in the production, on **progression systems** as well as **Online** and **UI**.
I worked on the live content for the game, and on the **revamp of the game progression**, focusing on save integrity. I also developped an **in-editor tool** to help LD verify their setup and improve robustness.

JUNIOR TECHNICAL LEVEL DESIGNER
Quest scripting | Game introduction | Entity template | Procedural generation

I wanted to get my hands in the tech side and have a greater impact on the game's production, so I became **technical level designer.**
My mission was focused on integrating **procedural world elements** as well as defining and implementing **quest flows** in script. I was also reponsible for the **Game Introduction** flow.

TRAINEE & JUNIOR LEVEL DESIGNER
Layout | World design

Ubisoft Annecy is the main studio for the Steep and Riders Republic IPs, that revolve around extreme sports gameplay.
I joined the studio as a **junior level designer** to work on *Riders Republic*, that was in an early production stage.
I worked on the **layout** for various sport events, including ski, wingsuit and rocket wingsuit.

Paladin Studios
(Netherlands)
Jun. 2018 - Sep. 2018

MY TAMAGOTCHI FOREVER

GAME DESIGNER INTERN
Progression | Balancing | Integration

Paladin Studios is a mobile game studio, located in the Netherlands.
I worked with them as a **game designer** on the mobile game *My Tamagotchi Forever*, based on the Tamagotchi license for the publisher **Bandai Namco**.
I mainly worked on **balancing the game progression** and integrating it.

Tralalere
(France)
Jul. 2017 - Sep. 2017

DYSAPP

GAME DESIGNER INTERN
Game concept | Prototyping

Tralalère creates educational resources for children, such as games, cartoons or comics. I worked with them as a **game designer** on a **serious game** for dyspraxic children.
My mission was to **design minigames** aimed at training specific cognitive skills, and **prototype** these minigames.

EDUCATION

GAME DIRECTOR MASTER'S DEGREE
Rubika Supinfogame (Valenciennes, France)
Sep. 2014 - June 2019

5-year studies in the Game Design & Management section.

HIGH SCHOOL DIPLOMA
(Louis Blaringhem Highscool, France)
2014

SHIPPED PERSONAL PROJECTS

BOBBY GUNNER
Ironequal (Tourcoing, France)
Feb. 2019

Bobby Gunner is an action/plateform mobile game that I developped **on my own**. It was published by *IronEqual* on **Android**.

SOUND SLIDE
Ironequal (Tourcoing, France)
Jan. 2019

Role : Product owner, game designer, sound designer.
Sound Slide is a musical runner, developped as a school project at first, then published by *IronEqual* on **Steam**.

PROFESSIONAL EXPERIENCE - SOUND DESIGN

SOUND DESIGNER - COMPOSER
Ironequal / Okaïdi & Disney Nature (Tourcoing, France)
Feb. 2018

Sound design for the game *Planet Challenge - BLUE* (Android/IOS) - Music, Sound effects

SOUND DESIGNER - COMPOSER
Ironequal / Railenium-2A2F (Tourcoing, France)
July. 2017 - Nov. 2017

Sound design for the game *Goods Train Fever* (Android/IOS) - Music, Sound effects

SOUND DESIGNER - COMPOSER
Ironequal (Tourcoing, France)
Aug. 2017 - Oct. 2017

Sound design for the game *Repulse: Galactive Rivals* (PC) - Music, Sound effects

SKILLS

TECH DESIGN	GAME DESIGN	MANAGEMENT	LEVEL DESIGN	SOUND
Scripting	**Concept**	**Communication**	**Layout**	**Music**
AI Behaviour	**Prototyping**	**Organization**	**Level building**	**- Composition**
Tools	**AI**	Dedication	3D modeling	**- Recording**
Procedural Generation	3Cs	Team work		Sound effects
Python / C#				

TOOLS

GAME ENGINES	ADOBE	OFFICE	SOUND
Anvil	**Photoshop**	**Word**	**FL studio**
Snowdrop	**Illustrator**	**Excel**	Wwise
Unreal Engine 4/5	Premiere	**Powerpoint**	Audacity
Unity	InDesign		

LANGUAGES

FRENCH	ENGLISH
Native	Fluent