

Marian Magloire

Level & Game designer

7 years of experience

3 AAA shipped



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Professional Experience

12/18 - Now

Dambuster Studios

Project: Working on the next game in the Dead Island series

Level designer: Under NDA

10/16 - 08/18

Lion Game Lion

Project: Overkill's the Walking Dead (PC Steam, PS4, Xbox One)

Level designer: Carried first person shooter levels from existing layouts to integration, including scripting and balancing. The challenge here was to give a complete new experience to players while reusing the layout of other missions. This is achieved by changing the map mechanic, proposing the players to rediscover a level with a different gameplay. The project was made under Unreal Engine 4.

Project: RAID: World War II (PC Steam, PS4, Xbox One)

Level designer: Carried 4 first person shooter levels from concepts to integration, including grey-boxing, scripting and balancing. Managed assets orders and integrations, worked closely with testers to improve the overall quality of the levels.

- **Conception:** High concept – pitch / Level Design Document (LDD) / Narrative Design
- **Building:** Grey-boxing / Assets layout / Scripting / Prototyping new gameplay elements
- **Testing:** Navigation flow improvements / Chokepoints adjustments (visibility, accessibility) / Balancing difficulty and pace / bug-fixing

10/12 - 12/15

Ubisoft Mobile Barcelona/Digital Chocolate

Projects: Galaxy Life (Facebook, iOS), Slots! (Facebook, iOS), Blackjack Blitz (iOS), Battle of Heroes: Land of Immortals (iOS)

- **Analysis:** Deconstruction / Tracker layout / Metrics / A-B testing
- **Design:** Building new mechanics upon published base / Flowcharts (UI navigation, game mechanics, save states cross platforms management) / Formula design (exponentials, gaussian distribution, parabola) for reward, grinding and pay-walls

2010 - 2012

Supinfogame

UDK Teacher: Wrote a 20h course to introduce novices to UDK. At the end, students could build a level from scratch and publish it into any UE3 based game. I managed classes of about 30 students. Corpus, exercises and corrections were provided. Courses were concluded with an evaluation.

Ubisoft**Project:** Just Dance 2 (Wii) [sold 9.5 M]**Level Designer:** Worked on 6 DLC levels. My tasks included improving the readability on screens and building the track under the engine with provided assets and exporting them.

Diplomas

2008 - 2010

Master degree in Game Design and Production Management (EQF L-7)

Supinfogame - Valenciennes

2004 - 2006

DUT (2-years university degree) in Computer Sciences (EQF L-5)

IUT of Reims-Châlons-Charleville - Reims



Skills

Level design

- Documentation
 - High concept – pitch / Level Design Document (LDD) / Navigation flowcharts / ...
 - Design curves (difficulty, pace, ...)
 - Formulas designing (XP grinding, rewards, enemy stats relative to player profiles, ...)
 - Environmental design / Narrative design, ...
- Prototyping / Grey-Boxing / Scripting / Authoring
- Rational Level Design (RLD)
- Balancing / Testing / ...

Game design

- Documentation
 - Game concept - pitch
 - Game Design Document (GDD)
 - Behaviors flowcharts
 - UI design / Accessibility / ...
- Brainstorming
- Playtest management / ...

Engines



Office



Prototyping



Programming



Languages

- **Native** French
- **Fluent** English

- **Intermediate** Spanish
- **Notions of** German
- Croatian