

Mr. Benjamin CORNAGLIA

Phone number: +(49)172 6598034

Email: benjamin.cornaglia@gmail.com

LinkedIn: <https://www.linkedin.com/in/benjamincornaglia> // Portfolio: <https://benjamincornaglia.github.io/>

# Senior Technical Designer

## Employment

---

### April 2021 – Present

Senior Technical Level Designer, Open-ended contract

**Ubisoft, Video games studio, Berlin, Germany**

Research and development specialist, engines benchmarking, in-house engines development, team management and mentorship, technical content owner, pre-production design and prototyping

### August 2018 – April 2021

Technical Designer Realization, Open-ended contract

**Ubisoft, Video games studio, Bordeaux, France**

AI development specialist and technical owner, team management and mentorship, features planning, mocap planning, engine specialist, engine scripts, previously technical owner of level design scripting tools

### August 2016 – August 2018

Game/Technical Designer, Fixed-term contract

**DONTNOD, Video games studio, Paris, France**

Features design and specifications, planning, iteration and balancing, go-to person for technical questions and implementation, main bridge between programmers and designers, maps and environments design, tools specialist

### March 2016 – August 2016

Game Designer, Internship

**DONTNOD, Video games studio, Paris, France**

Design and development of levels, features and characters abilities

### June 2015 – March 2016

UI Programmer/IT, Internship

**DONTNOD, Video games studio, Paris, France**

UI features development, maintenance of network, tools and services of the company

## Computer Skills

---

Unity 4/5/2021, Unreal Engine 4, CryEngine, Amazon Lumberyard, Anvil, Dunia, Snowdrop

MsOffice Suite

C#/C++/Python

JIRA, Confluence, Perforce, Git

Adobe Suite (Photoshop/Illustrator/Premiere/InDesign)

3dsMax/Blender/Maya/MotionBuilder

FMOD/Audition/Reaper

Expert

Expert

Advanced

Advanced

Advanced

Advanced

Advanced

## Languages

---

English Fluent  
French Native

Oral/Written (TOEIC 990 C2)

## Education

---

### September 2016 – July 2018

ICAN, Institut de Création et Animation Numériques, Paris, France – Game Design Master's Degree

### September 2013 – September 2016

ICAN, Institut de Création et Animation Numériques, Paris, France – Game Design Bachelor's Degree

## Hobbies

---

Urban exploration

Looking for new places, sceneries, panoramas, photos

Music

Composing, interpreting mainly on the bass guitar

Video Games

Online Competitive, Online Cooperative, RPGs, Narrative Ips, RTSs