

Mr. Benjamin CORNAGLIA
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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