

DAVID BOUREL

Level Designer

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[My Portfolio](#)
[My LinkedIn](#)
29 avenue du stade, 13750, Plan d'Orgon, FR
French citizen, willing to relocate.

EXPERIENCE

April 2020 - March 2021
(1 Year)

Assassin's Creed VR for Oculus Quest

Ubisoft (Mumbai, India) - Junior Level Designer

Member of the Level Design team, in collaboration with 3 other Ubisoft studios : Reflection, Blue Byte and Redstorm. My missions were :

- Prototyping different types of missions
- Creation of the mission documents
- Implementing numerous levels in the engine

August 2019 - January 2020
(6 Months)

Prince of Persia: Sand of time - Remake

Ubisoft (Pune, India) - Intern Combat Designer

Member of the Combat Design Team, I was in charge of the Main character's Combat, leading a team of 5 people from different sectors.

My missions were :

- Creation of documents listing all possible fight systems
- Combat logic implementation in the engine
- Managing the team in order to respect Sprint deadlines

July 2018 - September 2018
(3 Months)

SoundSlide

IronEqual (Tourcoing, France) - Programmer & Level Designer

Musical runner, developped as a school project at first, then published by IronEqual on Steam - Unity

EDUCATION

2016 - 2019

Master degree in Game programming & Management

Supinfogame Rubika, Valenciennes - France

2014 - 2015

Bachelor degree in Game Design & Level Design

Gamagora, Lyon - France

2012 - 2014

University Diploma of Technology, Computer Science and Digital Imaging

University of Aix Marseille, Arles - France

2012

High School Diploma in Sciences

Craponne, Salon de provence - France

PERSONAL PROJECTS

October 2018 - June 2019

Slum77 - Final year Master project

First person multiplayer Horror game with sound mechanics
Game/Level Designer & Programmer

November 2016 - April 2017

Projet E-Sport Barco

Realization of a prototype of a cinema in VR projecting E-sport

SKILLS

Game Design

Concept
Prototyping
Game Design Document
RGD

Level Design

Developed levels
with different engines
Level Design Document
RLD

Management

Team Management
Organization
Communication

Programming

C#
Blueprint
C++
PHP/HTML/CSS/BDD

Engines

Anvil Engine
Unreal Engine 4
Unity 3D

3D Modeling

Sketchup
Blender

Adobe

Photoshop
Illustrator
Premiere

Office

Word
Excel
Powerpoint

LANGUAGES

French

Native

English

Upper-intermediate

Spanish

Basics

HOBBIES

Video games

Spec ops: the line, Apex, Bioshock, Until dawn, Assassin's creed, What remains of edith finch, Hearthstone, The division.

Sports

Tennis (since the age of 12), Badminton, Chess, skiing.

Music

Created a youtube channel promoting independent music artists, learning FL Studio.

Travels

India, Spain, Portugal, Netherlands, Belgium.

Science

Astronomy, Psychology, History

RECOMMENDATION

Pierre-sylvain Gires,

Game Director at Ubisoft
pierre-sylvain.gires@ubisoft.com

Shobhit Mukherjee,

Senior Game Designer at Ubisoft
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