

# 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

2013 - 2017

### Adecco

Order picker during school holidays

## 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

### Engines

Anvil Engine  
Unreal Engine 4  
Unity 3D

### Level Design

Developed levels  
with different engines  
Level Design Document  
RLD

### 3D Modeling

Sketchup  
Blender

### Management

Team Management  
Organization  
Communication

### Adobe

Photoshop  
Illustrator  
Premiere

### Programming

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

### 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](mailto:pierre-sylvain.gires@ubisoft.com)

### Shobhit Mukherjee,

Senior Game Designer at Ubisoft  
[shobhit.mukherjee@ubisoft.com](mailto:shobhit.mukherjee@ubisoft.com)