

ESTHER BERGES

TECHNICAL DESIGNER

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EXPERIENCE

Ubisoft Berlin | *Technical Level Designer*

FARCRY 6 // 2019 – Present

- Technical referent for editor questions and implementations
- Created visual scripts and features used by Level/Game/Narrative designers
- Technically validated level design setups in engine
- Managed and trained other TLDs
- Prepared pieces of training for team members to improve their knowledge of the engine

Dontnod Entertainment | *Level & Technical designer*

Twin Mirror // 2017 – 2019

- Level designed, prototyped, and scripted for a 3D 3rd person narrative game
- Implemented dialogs, cutscenes, and puzzles
- Technical referent for some key features of the game, checked technical setup of the levels
- Designed the game UI, from menus to in-game UI

TeamTO | *Programmer & Game Designer*

Various Mobile games // 2016 – 2017

- Developed a variety of mobile games for children on Unity
- Designed & programmed game mechanics, systems, and UI
- Followed up on our live games to bring updates and fixes

EDUCATION

Institut de création et animation numérique

Master's Degree in Game and Interactive Media Design

2016 - 2018

Bachelor's Degree in Game and Interactive Media Design

2013 – 2016

SKILLS

- Game Design

Top-down and bottom-up game design, creation of game design documents (Photoshop, InDesign and Office suite), UI design, Narrative design

- Level Design

Bloc design, 3DS Max modeling for basic props and layouts

- Programming

C# on Unity4/5, LUA, Python, Blueprint code on Unreal Engine 4

- Languages

French, Spanish, English, Catalan