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 with new content and bug 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, flow/rhythm design, 3DS Max modeling for basic props

• Programming

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

• Languages

French, Spanish, English, Catalan