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| **ESTHER BERGES**  SENIOR TECHNICAL DESIGNER | [https://estherbrdev.github.io/](https://estherbr-dev.github.io/)  [esther.berges@hotmail.com](mailto:esther.berges@hotmail.com)  +49 175 8919195 |

# EXPERIENCE

## Ubisoft Berlin | Senior Technical Level Designer

[FARCRY 6 /](https://estherbr-dev.github.io/index.html)/ 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 /](https://estherbr-dev.github.io/articleTM.html)/ 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 /](https://estherbr-dev.github.io/articleASR.html)/ 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

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