



# Concepteur Creatif & Directeur Design

Adrover Joris



During my last 13 years spent in the video game industry, I have been working on very varied AA and AAA projects. From tactical shooter to narrative RPG, the player experience is at the center of my work and I put everything in place to mix fun and coherence in the worlds I build.

Before the world of video games I worked as a network engineer, photographer or graphic designer. These experiences allowed me to have a strong technical and artistic background allowing me to understand and discuss easily with the various business cores in the projects.



Game Pillars / Player Psychology / Rational Design / Layout / Quests / Pathing / Environmental storytelling / Emotional Messaging / Documentation / Production pipe / Linear & Open-world / Top-down & bottom-up Process

## VIDEO-GAME EXPERIENCES

### Agora Studio (Nov 2022 - Now) **Freelance**

**Creative Designer & Design Director** on **Undisclosed**

Role Description :

- Product realignment to address market trends and expand the target audience
- Definition of the target audience, genre segments, and key demographics
- Development of the creative direction and establishment of narrative and design foundations
- Direction and oversight of the design part
- Planning and implementation of a production roadmap for a game demo

### Reflector Entertainment (Oct 2020 - Oct 2024)

**Director Level design** on **Unknown 9: Awakening**

Role Description :

- Director Level Design in a team of 8 Level Designers, 2 narrative and 14 Level Art
- Develop the game vision (With Creative Director) and direction for Level Design
- Develop the macro flow of the game (layout, pathing and narrative flow (With narrative Dir.))
- Develop exotic game design intentions to support narrative moments (With GD Team)
- Develop best practice, pipeline and work flow
- Game review/feedback
- 
- Creation of the macro level design planning (With Producer)

**Ass. Director Level design** (1 year 4 months)

### Warner Bros. Game (Nov 2019 - Oct 2020)

**Principal designer** on **Gotham Knith**

Role Description :

- Principal Designer in a small team with the objective of conceptualizing and implementing the **ENDGAME** and create 80 hours of content
- Definition of the vision for the **ENDGAME** design (with Game Director)
- Definition of the ingredients and metric for the **ENDGAME** levels
- Creation of a level benchmark ( Design - layout - scripting - not polish)
- Level review/feedback
- 
- Creation and presentation of production / scooping plans
- Jira and sprint management for the «endgame» team

## Behaviour Interactive (Jan 2017 - Nov 2019)

- **Senior Level designer** on [Rainbow Six Outbreak / GEARS 5](#)

Role Description :

- work with the Game Director on High Level Design for the GEARS 5 DLC (narrative, mission structure, gameplay focus, etc.)
- Creating multiple levels for the games from conception to debugging
- Scripting levels: encounters, narrative, mission flow, Pathing
- Design & prototyping exotic gameplay mechanic
- Collaborate with production and leads for sprint planning
- Mentoring junior level designers

- **Senior designer**

Role Description :

- Creation of various core gameplay mechanics
- Creation of various gameplay prototypes
- Consulting services on other projects – Game Design and Level Design

## Cyanide studio (Nov 2015 - Jan 2017)

- **Associate Lead Level designer** on [Call Of Cthulhu](#)

Role Description :

- Associate Lead team of 10 Level Artists/ Level Designers
  - Design of macro LD (Pathing, Rational level design, gabarit définitions, Macro level design bloking, ETC. )
  - Organizing sprint deliverables
  - Day to day follow ups with team members and other departments
  - Level review/feedback
  - Mentoring junior level designers and Training new Level Designer
- 
- Creating multiple levels for the games from conception to debugging
  - Scripting levels: encounters, narrative, mission flow
  - Tech LD / Blueprint team support

## Ubisoft Annecy (Jan 2015 - Nov 2015)

- **Quest designer** on [Assassin's Creed Syndicate](#)

Role Description :

- Scripting quests : encounters, narrative, mission flow
- Collaborate with Gameplay programmer to develop the tools for manage the trains and interaction with the player

## Cyanide studio (Fev 2013 - Nov 2014)

- **Level designer** on [Styx Master of Shadows](#)

Role Description :

- Creating multiple levels for the games from conception to debugging
- Scripting levels : encounters, narrative, mission flow
- Creation NPCs Dialogue logic of all game

- **Cinematic Artist** on [Styx Master of Shadows](#)

Role Description :

- Creation of all Real time cinematics in game (3h10)
- Work on the story in collaboration with the narrative director

## Awabot ( Jan 2012 - Aug 2012)

- **Game designer**

Role Description :

- Create game concepts using augmented reality and the Emox robot.
- Create gameplay mechanics, balancing, UX and prototypes.

# SHIPPED GAMES

- **UNKNOWN 9: Awakening** -> PC / PS5/ Xbox serie X
- **BATMAN Knights** -> PC / PS5/ Xbox serie X
- **GEARS 5** -> Xbox One /PC
- **Rainbow six siege : OUTBREAK** -> PC / PS4 / Xbox One
- **Call Of** -> PC / PS4 / Xbox One
- **Assassin's Creed SYNDICATE** -> PC / PS4 / Xbox One
- **Styx - master of shadows** -> PC / PS4 / Xbox One

# OTHER EXPERIENCES

Fev. 2011 - Sept. 2012

**Graphics designer / Web designer / UX Designer** - Freelance - Work for Com 75, Publicis, Babel, ETC.

Apr. 2011 - Sept. 2012

**Photographer** - Grand Angle Studio - Shooting Opera, event, packaging, model, ETC

Dec. 2009 - Sept. 2010

**DA / Graphics designer** - Main Festival - Design a 360 advertising campaigns to promote the festival.

Dec. 2009 - Sept. 2010

**Network programmer** - Lafarge - Maintenance of France's national network and setup two new sites.

# EDUCATION

