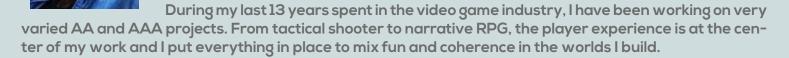
# Concepteur Creatif & Directeur Design

Adrover Joris





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

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- 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

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- 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 disign 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 manadge the trains and inteaction 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**



other certificate: certificate Cisco niv II