



+33 687232992



benoitcassin.pro@gmail.com



French nationality

Benoît Cassin

LEVEL DESIGNER

www.benoitcassin.com / [LinkedIn](#)

I'm a French level designer specialized in action adventure and FPS games. With recent experiences, I am looking to continue my career in the AAA or AA industry and improve my overall knowledge.

I'm looking for new opportunities

PROFESSIONAL EXPERIENCES

Ubisoft Mumbai,
India

March 2020 to
March 2021

1 Year

Ubisoft Pune,
India

July to
December 2019

6 Month

Fishing Cactus
Mons, Belgium

June to September
2018

4 Month

Junior Level Designer

Assassin's Creed VR game for Oculus Quest

- Working with the Level Design team at Ubisoft Mumbai. We are **collaborating with 3 other Ubisoft studios** : Reflection, Blue Byte and Redstorm

Prince of Persia: Sand of time - Remake

- Helping remotely for the last phase of the production, working closely with Level Artists
- Focusing on **collision refinement** for the entire game using 3DSmax
- Debugging** to achieve shippable quality

Intern Level Designer

Prince of Persia: Sand of time - Remake

- Collaborating** with the different core teams.
- Working on **Anvil**, I was **in charge of different levels**, from blockout to shippable quality
- Creating, fine tuning and placing** all the gameplay ingredients and cameras in the levels
- Managing AI behaviour** with visual scripting in-house tool

Intern Game & Level Designer

Ary and Secret of Seasons

- Collaborating remotely with the other studio Exiin, on the vision of the design, especially level design
- Designing the layout** of different types of levels
- Specific **staging and composition** work
- Creating the blockout** with Probuilder on Unity
- Writing improvement reports** on game design, level design and storytelling

Rubika,
Valenciennes, France

October 2018
to June 2019

9 Months

Game & Level Designer

Black Hive (Graduation project)

- **Analysis** of Amsterdam's architecture and the problematics found in the level design of **confrontation oriented games**.
- **Designing the layout** of the level from flowcharts and paper sketches to 3D blockouts and polish
- Use of modular assets for blockout on UE4

Education

Valenciennes,
France
2014 - 2019

Montpellier,
France
2012 - 2014

Game Design & Management

Rubika Supinfogame / Master Degree

Game Design, Economic Design, Level Design, Worldbuilding,
Project management

Cinema Studies

Paul Valéry University

History of film, Film analysis, Digital Editing

Skills

Softwares

Engines

Unreal Engine 4
Unity
Anvil

Graphics

3DSmax
Maya
Illustrator
Photoshop

Others

Microsoft Office
Confluence
Git / Perfore
Jira

Key Skills
Professional
Skills

Level Design

- Level Design Documents
- Flowcharts, learning curve, difficulty balancing, pacing, reward, staging
- Paper prototyping to Blockout
- Level Design Scripting, IA management
- Rational Level Design

Game Design

- Game concepts
- Feature & spec documents, behaviour tree
- Game Balancing, User Experience
- Game Feel
- Simple prototyping

Languages

French Native

English Professional proficiency

Interests

Video Games My favorite type of games are Action Aventure - FPS – ARPG
I especially love Mass Effect, Sunset Overdrive and Rainbow Six Siege.

Cinema I'm in love with cinema in general, but I'm mostly invested in Korean, Indie American, Animation cinema. I'm fan of Kim Jee Won's and Steve McQueen II's works.

Sport I am currently doing bouldering and basketball every weeks. Besides, I like swimming casually and I love skiing (advanced level).

Travels I went to India - Italy – Portugal – England – Netherlands
and so far I loved it. I realized that I enjoy discovering new cultures and I wish to continue to live the life of an expatriate.

Others Astronomy as an observer – Video Editing – 3D modeling – Guitar Player