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French nationality

Benoît Cassin

LEVEL DESIGNER

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

I'm a French level designer specialized in Action Adventure and Shooter games. I'm seeking inspiring projects especially in the AAA or AA industry. But I'm also open to any experiences that can make me a better Designer.

I'm looking for new opportunities

PROFESSIONAL EXPERIENCES

**Ubisoft
Bordeaux**
France

Since February
2022

Level Designer

Assassin's Creed Mirage

- **Owner** of some **main quest's locations** putting effort and focus on navigation for **stealth, parkour** and the **trickster playstyle**.
- **Owner of Districts** for particular design and technical subjects.
- Setting world **parkour, crowdlife** and specific ingredients on my subdistricts.
- Collaborating closely with Quest Designers and Level Artists.

Junior Level Designer

Beyond Good & Evil 2

- **Owner** of a specific **level design branch** of the game, with it's **own set of rules** and **architectural treatment**.
- Creating and **updating documentation** on Level Designers' side.
- Designing a specific major game's place
- **Creating layout** with modules directly **with the in-house Engine**

Assassin's Creed Nexus

- Owner of a specific **challenge game mode** with unique design intentions.
- **Designing levels** for this mode and **implementing them entirely** into the Engine
- Participating to the **design of challenge modes** and **side quests**

Prince of Persia: Sand of time - Remake

- Working on **Anvil**, I was **in charge of different levels**, from blackout 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
- Focusing on **collision refinement** for the entire game using 3DSmax

**Ubisoft
Pune - Mumbai**
India

July 2019 to
March 2021

1 Year and
6 month

Fishing Cactus
Mons, Belgium

June to September
2018

4 Month

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 and **creating the blockout** with Probuilder on Unity
- **Writing improvement reports** on game design, level design and storytelling

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 & 5
Unity
Anvil
In-house engines

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 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 like casualy doing bouldering and basketball. Besides, I love skiing.

Travels I went to India – Poland - Italy – Portugal – England – Netherlands
and so far I loved it. I realized that I enjoy discovering new cultures

Others Astronomy as an observer - Video Editing - 3D modeling - Guitar Player -
Mixology - Lighting - Plants everywhere !