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French nationality

# Benoît Cassin

## LEVEL DESIGNER

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

I'm a French level designer specialized in Action Adventure and Shooter 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 **collaborated 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 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 Racing. 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 - Poland - 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