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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

Big Bad Wolf

Bordeaux
France

Since August 2024

Ubisoft

Bordeaux
France

February 2022 to
August 2023

Ubisoft

Pune - Mumbai
India

July 2019 to
March 2021

Level Designer

Cthulhu : The Cosmic Abyss

- **Owner** of the game's **second level** (out of seven). Helping on the first one.
- Owner of mostly the **entire onboarding of the game**
- Focused **on the investigation gameplay pillar**, handling both Level Design and Quest Design.
- Implementing the **full quest flow using blueprints** in Unreal Engine 5.
- **Coordinated** requests, follow-ups, and integration of **all level components**, including gameplay elements, specific props, VFX, sound, etc...
- **Working** mainly **in trio** with a Narrative Designer and an Environment Artist.

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 its **own set of rules** and **architectural treatment**.
- Creating and **updating documentation** on Level Designers' side.
- **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**

Ubisoft

Pune - Mumbai
India
July 2019 to
August 2020

Fishing Cactus

Mons, Belgium
June to September
2018

Prince of Persia: Sand of time - Remake

- Working on **Anvil**, I was **in charge of different levels**, from blockout to shippable quality
- **Creating, fine tuning and placing** all the gameplay ingredients

Intern Game & Level Designer

Ary and Secret of Seasons

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 / Notion
Git / SVN / Perfore
Jira

Key Skills Professional Skills

Level Design

- LDD, paper prototyping, blockout
- Flowcharts, learning curve, difficulty balancing, pacing, reward, staging
- From prototyping to Shippable quality
- 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 casually doing bouldering and basketball. Besides, I love skiing.

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

Others Astronomy as an observer - Video Editing - Guitar Player Creating Board Games - Mixology - Anime - Plants everywhere !