

ADRIEN DEMEURE

Game - Level - Narrative Designer

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[LinkedIn](#)
[Portfolio](#)

Nationalities:
French, Canadian, Belgian

Looking for a post as Game, Level or Narrative Design

I have been working in the Video Game industry for more than three years now, first as a programmer, then a level scripter, and now a mission designer at Ubisoft Bordeaux. I have skills in **game, level & mission design**. I'm also trained on several engines, including **Unity, Unreal Engine 4** or **Anvil**.

Experience

UE4 Teacher at Ynov - Bordeaux
September 2020 - March 2021
once a week, for a **Master's Degree Game Design** class

Mission Designer at Ubisoft - Bordeaux
October 2020 - April 2021
on **Assassin's Creed - Valhalla, Wrath of the Druids**, the first DLC of a AA RPG based on the Assassin's Creed licence.
Tasks : Designing and integrating six missions

Level Scripter & Mission Designer at Ubisoft - Bordeaux
July 2018 - January 2020
on **Ghost Recon - Breakpoint**, a multiplayer AAA open-world TPS based on the Tom Clancy licence.
Tasks : creating & integrating scripted events
designing & integrating two missions
release & episode 2

Programmer Blueprint & C++ at Stream-On Studio
July 2016 - July 2018
on **Space Hulk - Deathwing**, a multiplayer FPS based on Games Workshop's Warhammer 40k licence.
Tasks : scripting & bug-fixing
release & enhanced edition

Studies and Diplomas

Master Game Design & Management
2011-2016 - Supinfogame Rubika

Skills

Game Design

Gameloop analysis
Mechanics conception and balancing

Level Design

2D/3D mapping
Grey-block integration

Narrative Design

Scenario construction
Writing

Mission Design

Flow management
Quest objective integration

Softwares

Unity

C# scripting
level building

U.E. 4

C++ scripting
blueprints
level building

Adobe suite

Photoshop
Illustrator

Interests

Video games
RPG, Aventure, Point & Clic
«Pen & Paper» RPG
Reading & writing