

ADRIEN DEMEURE

Tech Designer

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[LinkedIn](#)

[Portfolio](#)

Nationalities:
French, Canadian, Belgian

Looking for a post as Tech Design

I have been working in the Video Game industry for about ten years now, first as a programmer, then a level scripter and mission designer at Ubisoft Bordeaux, a level designer at Game Atelier and a tech designer at Big Bad Wolf studio. I have skills in game, level & mission design. I'm also trained on several engines, including Unity, Unreal Engine 5 or Anvil.

Experience

Tech designer at Big Bad Wolf Studio - Bordeaux

March 2023 - ongoing

on Chtulhu - the Cosmic Abyss, an horrific investigation game that transposes Lovecraft's mythos to a near future

Tasks : Scripting & prototyping

Supporting design & programming teams

UE5 Teacher at Ynov - Bordeaux

September 2020 - March 2023

twice a week, for Master's Degree Game Design classes

Level Designer at Game Atelier

July 2021 - March 2023

on OtherSkin, an sci-fi action-platformer TPS based on collecting and combining powers

Tasks : Designing game areas

Researches on game mechanics and environments

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 on release & enhanced edition

Studies and Diplomas

Master Game Design & Management

2011-2016 - Supinfogame Rubika

Skills

Game Design

Gameloop analysis

Mecanics conception and balancing

Level Design

2D/3D mapping

Grey-block integration

Narrative Design

Scenario construction

Writing

Mission Design

Flow management

Quest objective integration

Tech Design

Scripting & visual scripting

Dedicated softwares

Softwares

Unity

C# scripting

level building

U.E. 5

C++ scripting

blueprints

level building

Adobe suite

Photoshop

Illustrator

Interests

Video games

RPG, Aventure, Point & Clic

«Pen & Paper» RPG

Reading & writing