ADRIEN DEMEURE
Tech Designer

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LinkedIn
Portfolio

Nationalities:
French, Canadian

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 - July 2026
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 Streum-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