



ANTOINE PITAVY

LEVEL DESIGNER

Hi! I'm a french level designer from Lyon who likes to collaborate with others!
I'm a video games enthusiast and curious about all forms of art!
I'm currently working on an **unannounced project** at Ubisoft, Ivory Tower.

CONTACT INFORMATION

- antoine.pitavy.com
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- +33(0)6 36 90 97 99
- Driving licence
- Lyon, France
- 17.09.1993

SOFTWARE & DEV. SKILLS

- Ubisoft engines & tools
- Unity/Unreal Engine
- Adobe Creative Suite
- Microsoft Office 365
- Autodesk 3ds Max/Maya
- Blender
- C# knowledge
- Project management: JIRA
- Perforce/Sourcetree/Git

LANGUAGES

- First language: French
- Fluent: English
- Basic knowledge: German

INTERESTS

- Board games/card games
 - Resource management
 - Draft mechanics
- Favorite video game genres:
 - Versus fighting
 - Stealth game
 - Action RPG
 - Roguelikes
- Anime, series and movies
 - Drama/Thriller/Docufiction
 - Documentary/Dystopian

UBISOFT - IVORY TOWER

JAN 2017 - TODAY

TODAY - UNANNOUNCED PROJECT

Level designer on an **unannounced open world project**.

I'm in charge of the world design conception and creation, level design/missions elements and all of the player interactions and progression.

2018 / 2019 - THE CREW 2 LIVE UPDATES

Level designer on multiple **live updates for The Crew 2**.

Adding new content for The Crew 2 players through the first year of live activity: Gator Rush, Demolition Derby and Summit updates.

2017 / 2018 - THE CREW 2

Level designer on **The Crew 2**.

I was in charge of the conception and creation of playgrounds and their level design/missions elements. Designing road/river networks for player navigation and exploration.

The Crew 2 features over 200+ events across 14 land, air and water-based motorsports disciplines and continue to expand with new content through regular updates.

BELLECOUR ECOLE - SPEAKER

APR 2021

APR 2021 - LEVEL DESIGN SPEAKER

Conducted a level design workshop for a group of 2nd year game design students.

- Introduction to Level design.
- Introduction to Affordance and Guidance.
- Introduction to Open world design.
- Track Design workshop on Trackmania map editor.

KRYSSALIDE

2014 / 2015 - 2016

JUN 2015 / JAN 2016 - PAPER PLANE

Level designer on an **endless runner mobile game** at *Kryssalide*.

I was in charge of the level conception and creation of the different difficulties tiles and designing the procedural rules for the level generation to follow the player's progression.

JUN 2014 / AUG 2014 - CASSIUS PEARL

Internship as a **level designer** on a **point'n'click game** at *Kryssalide*.

Redesigning and setting up the sequence of interactions that the player must follow to progress in the story/level design flow.

EDUCATION

2015 - Bachelor's degree in Game Design at *Bellecour Ecole*.

2015 - Test of english for international communication (TOEIC).

2012 - Baccalaureate in Sciences.