ANTOINE PITAVY
SENIOR 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!

CONTACT INFORMATION

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Lyon, France
17.09.1993

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

2012 - Baccalaureate in Sciences.

SOFTWARE & DEV. SKILLS

Unity/Unreal Engine
Adobe Creative Suite
Microsoft Office 365
Blender
C# knowledge/Blueprint
Project management: JIRA
Perforce/Sourcetree/Git

LANGUAGES

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

INTERESTS

Climbing (bouldering)

Board games/card games
- Resource management
- Draft mechanics

Favorite video game genres:
- Versus fighting
- Stealth game
- Action RPG

Anime, series and movies
Drama/Thriller/Dystopian/Documentary

THE GAME BAKERS   TODAY

CAIRN - SENIOR LEVEL DESIGNER

Level design in several areas of the game.
- Blockout / mid and micro level design.
- Loot repartition for player navigationand exploration.
- Implementation and distribution of gameplay elements.

MI-CLOS STUDIO   2023 - 2024

AA FPS UNANNOUCED PROJECT - SENIOR LEVEL DESIGNER

- Gameplay elements, design and prototype.
- Multiple levels design within UE5 (+ level art elements).
- Modular metrics implementation to facilitate production and exchanges between Art and LD teams.

UBISOFT - IVORY TOWER   2017 - 2023

THE CREW MOTORFEST - SENIOR LEVEL DESIGNER

- World design conception and creation.
- Mission design and gameplay elements linked to level design.
- Conception and creation of playgrounds.

THE CREW 2 LIVE UPDATES - LEVEL DESIGNER

- Adding new content throughout the first year of live activity:
  - Gator Rush.
  - Demolition Derby.
  - Summit updates.

THE CREW 2 - LEVEL DESIGNER

- Conception and creation of playgrounds.
- Mission design and gameplay elements linked to level design.
- Road & river networks design for player navigation and exploration.

KRYSALIDE   2014 / 2015 - 2016

PAPER PLANE - LEVEL DESIGNER

Endless runner mobile game.
- Level conception and creation.
- Procedural rule generation.

CASSIUS PEARL - GAME/LEVEL DESIGNER

Point'n'click game.
- Sequence of interactions design.
- Level creation with asset implementation within Unity.