



SENIOR LEVEL DESIGNER

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During my last 8 years spent in the video game industry, I have been working on very varied AAA projects. From tactical shooter to narrative RPG, the player experiences at the center of my work and I put everything in place to mix the fun and consistency of the world I build.

Before the world of video games I worked as a network engineer, photographer or graphic designer. These experiences allowed me to have a strong technical and artistic background allowing me to understand and discuss easily with the various business cores in the projects.



Rational Level Design / Layout / Pathing / Scripting / polishing / Environmental storytelling / Iteration
Linear & Open-world / Top-down & bottom-up Process

VIDEO-GAME EXPERIENCES

More informations on my LinkedIn



Warner Bros. Game (Sep 2019 - Now)

Principal / Senior Level designer on [Unannounced project -- Unreal Engine 4](#)

Role Description :

- Principal Designer in a small team with the objective of conceptualizing and implementing the «endgame».
- Definition of the vision for the «Endgame» design (with Director and GD).
- Definition of the ingredients and metric for the «End Game» levels.
- Creation of a level benchmark of 50mn (Design - layout - scripting - not polish).
- Creation and presentation of production / scooping plans



Behaviour Interactive (Jan 2017 - Sep 2019)

● **Senior Level designer** on [Rainbow Six Outbreak / GEARS 5 / GEARS DLC](#)

Role Description :

- work with the Game Director on High Level Design for the GEARS 5 DLC (narrative, mission structure, gameplay focus, etc.)
- Creating multiple levels for the games from conception to debugging.
- Scripting levels: encounters, narrative, mission flow, Pathing.
- Design & prototyping gameplay mechanics and moments.
- Collaborate with leads of all departments.
- Mentoring junior level designers.

● **Senior designer**

Role Description :

- Creation of original games pitches.
- Collaborate with Studio Directors on pitches.
- Advisory services on other projects - Game and level Design -

Cyanide studio (1 Year 3 months)

Associate Lead Level designer on **Call Of Cthulhu**

Role Description :

- Associate Lead team of 10 Level Artists/ Level Designers.
 - Design of macro LD « Pathing, Rational level design, gabarit définitions, Macro level design bloking, ETC. »
 - Organizing sprint deliverables.
 - Day to day follow ups with team members and other departments.
 - Give review on levels
 - Mentoring junior level designers and Training new Level Designer.
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- Creating multiple levels for the games from conception to debugging.
 - Scripting levels: encounters, narrative, mission flow.
 - Tech LD / Blueprint team support

Ubisoft Annecy (10 months)

Quest designer on **Assassin's Creed Syndicate**

Role Description :

- Scripting quests : encounters, narrative, mission flow
- Reusing all mechanics of the main game in different ways to refresh experience
- Collaborate with Gameplay programmer to develop the tools for manage the trains and interaction with the player.

Cyanide studio (1 Year 6 months)

• **Level designer** on **Styx Master of Shadows**

Role Description :

- Creating multiple levels for the games from conception to debugging.
- Scripting levels : encounters, narrative, mission flow.
- Scripting NPCs Dialogue of all game

• **Cinematic Artist** on **Styx Master of Shadows**

Role Description :

- Creation of all Real time cinematics in game (3h10).
- Work on the story in collaboration with the narrative director.

Awabot (1 Year)

Game designer

Role Description :

- Research and development on the playful robotics and the gamevideo.
- Create game concepts using augmented reality and the Emox robot.
- Create gameplay mechanics, balancing, UX and prototypes.

SHIPPED GAMES

- **GEARS 5** -> Xbox One /PC
- **Rainbow six siege : OUTBREAK** -> PC / PS4 / Xbox One -
- **Call Of Cthulhu** -> PC / PS4 / Xbox One
- **Assassin's Creed SYNDICATE** -> PC / PS4 / Xbox One
- **Styx - master of shadows** -> PC / PS4 / Xbox One

OTHER EXPERIENCES

Feb. 2011 - Sept. 2012

Graphics designer / Web designer / UX Designer - Freelance - Work for Com 75, Publicis, Babel, ETC.

Apr. 2011 - Sept. 2012

Photographer - Grand Angle Studio - Shooting Opera, event, packaging, model, ETC

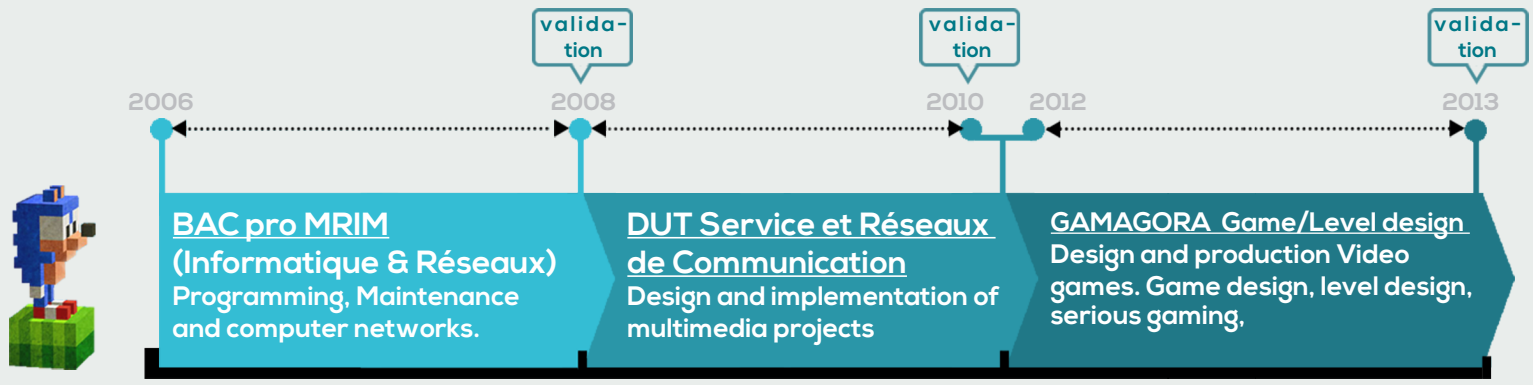
Dec. 2009 - Sept. 2010

DA / Graphics designer - Main Festival - Design a 360 advertising campaigns to promote the festival.

Dec. 2009 - Sept. 2010

Network administrator - Lafarge - Maintenance of France's national network and setup two new sites.

EDUCATION



other certificate : certificate Cisco niv II

SKILLS

Design skills

- Level Design
- Rational Level Design
- Story telling
- Framing
- Pathing
- Encounter
- level design Guideline
- Game design

Technical skills

- Visual Scripting
- Action Script
- NOTION : Python, Lua,

Art skills

- 3D Moddeling
- Basic 3D Animations
- Assets 2D / UI



French - native
English - Professional competence



- Adapt to technical onstraints.
- Adapt methods working at production.
- Gives visibility to all the teams.