

### PROFILE

**French - American**  
**Green card holder**  
Willing to relocate

Ambitious and diligent,  
I'm an eager learner  
who wants to be as  
plurivalent as possible.

**Anything that can enrich someone's culture is a key to creative success.**

I'm currently looking to work in a game development studio in order to improve my skills, as gain more experience in the industry. I always **seek new challenges to face** and strive for excellence in the productions I take part in, to create memorable interactive experiences. I wish to **contribute to the storytelling** of a production, through content writing or level design, in order to gain a first professional experience in the narrative design field.

### CONTACT



[linkedin.com/in/jim-cador/](https://www.linkedin.com/in/jim-cador/)



[www.jimcador.com](http://www.jimcador.com)



(+33)6 79 45 81 33



[jim.cador@gmail.com](mailto:jim.cador@gmail.com)

### PROFESSIONAL EXPERIENCE

October 2020 - April 2021 | Mumbai, India

**Level design intern at Ubisoft India Studios** (remote)

I worked on an **Assassin's Creed VR project** for Oculus with the level design team from Ubisoft Mumbai, in partnership with 3 other Ubisoft studios: **Reflections, Blue Byte and Redstorm.**

- Creating LDDs and templates for level designers
- Prototyping levels, testing and implementing them in the engine
- Doing level scripting through visual scripting

June - September 2019 | Rotterdam, Netherlands

**Game design / Producer intern at &Ranj**

**Serious game company**, I worked at &Ranj in multidisciplinary teams, doing clients-based projects. I worked on design documents, tested and reported bugs encountered, contributed to brainstorming. I had the opportunity to **manage a team of interns** on an internal project for 1 month, applying the **Agile/Scrum project methodology.**

### EDUCATION

2015-2020

**Master degree in Game design & Management**

Supinfo game RUBIKA - Valenciennes - France

2012-2014

**PACES (First year of medical school)**

University of Burgundy - France

2012

**Science A-level with honours (European mention in english)**

Romain Rolland High School - Clamecy - France

### MAJOR PROJECTS

October 2021 / Far Cry 4 map editor / Solo project

Dhaulagiri - Action-stealth first person shooter

**Level Designer**

October 2019 - June 2020 / UE4 / 8 people

Haul Away - Action-adventure game (graduation project)

**Project Manager, Level Designer**

March 2020 / UE4 / Solo project

Monastery's snare - Third person shooter (4 players coop)

**Level / Mission Designer**

### LANGUAGES

**French** - Native

**English** - Fluent

**Spanish** - Notions

### VOLUNTEERING

2017 - 2020

**President** (7 people)

**Cinemaclub Rubika**

Managing the club's team and organizing screenings at school

2019 - 2020

**Community manager** (3 people)

**Rubikarena, e-sport association**

Promoting and organizing e-sports tournaments at school

2017

**Exhibitor**

**Paris Games Week for Rubika**

Promoting the school

# SKILLS

## SOFTWARES



UE4 | *Intermediate*  
Visual scripting



Unity | *Beginner*  
C# scripting



Sourcetree | *Beginner*  
Source control



Perforce | *Beginner*  
Source control



MS Office | *Intermediate*  
Office suite



Adobe Creative | *Intermediate*  
Art softs (*Indesign, Photoshop, Illustrator, Premiere*)



Jira/Confluence | *Beginner*  
Management tools



Autodesk Maya | *Learning*  
3D modeling tool

## GAME & LEVEL DESIGN

Brainstorming & pitching  
GDD/LDD/GDC redaction  
Mechanics conception  
Playtests: surveys, organization, balancing  
LD paper, block design and level building  
Navigation design and flow control in levels

## NARRATION

Documentation  
Writing scenarios, lore, backstories and dialogues  
Story structure  
Characterisation  
Environmental storytelling

## MANAGEMENT

Agile / SCRUM/ Kanban knowledge  
Project / tasks scheduling  
Public speaking

Meeting leading and reports  
Crisis management  
Enlisting

## INTERESTS

**Traveling** - I lived in several countries and travelled a lot (Germany, Egypt, Australia, Peru...)

**Cinema** (*fond of thrillers*) - The Game, Metro Manila, Whiplash, Mr. Babadook, Jacob's ladder ...  
Last movie I watched I loved: *The Card Counter* (from Paul Schrader)

**Video** - Writing, montage, acting  
I played in several [students' movies](#).

**Sports** - Fitness, boxing (2 years), tennis (3 years)

**Music & dance** - Piano (7 years), 80s music (David Bowie, Rick Astley, Hall & Oates...), salsa

**Video games** (*mostly narrative*) - Life is Strange, Heavy Rain, Silent Hill 2, Ace Attorney, Firewatch, Yakuza series...

**Diverse** - Semiotic studies, fun facts  
*Did you know? Koalas sleep 18 hours per day because their metabolism needs to digest the poisonous eucalyptus leaves they eat.*