Jim Cador

Level/Quest Designer
Open to new opportunities from May 2024

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PROFILE

French - American
EU Citizen - Green card holder
Willing to relocate

International background
Ambitious
Resourceful
Proactive
Team player

Passionate Level Designer driven by crafting memorable, engaging interactive experiences, rooted in a storytelling background that lingers in players' minds beyond their game's journey.

I strive for new challenges and pursue excellence in every production I take part in. I strongly believe cultural and production enrichment is pivotal for creative success. This is why as a designer, I keep an open-minded and versatile approach, actively seeking for sources of knowledge and inspiration to fuel my work.

PROFESSIONAL EXPERIENCES

Ubisoft Düsseldorf
Germany

Since May 2022

Junior Level Designer
Assassin's Creed Nexus VR (2023) ↗

- **Main Mission owner of *Monteriggioni Tunnels*** from Beta till release, ensuring to deliver it at a shippable quality.
- **Design owner of some Italy realization sequences** conveying the emotional experience intended.
- **Documenting** LDDs and creating new templates.
- **Balancing and adapting** readability, difficulty and accessibility of the missions' beats following audits/feedback in *Unity* through visual scripting.
- **Helping to refine the Italy setting navigation flow in VR** *(parkour, climbing...)*, as well as **allowing multiple tactical playstyles** *(combat, stealth...)*.
- **Improving VO design/narrative flow** and **taking ownership** of their implementation *(one liners, conversations, optional reads...)*.
- **Contributing to bug fixing initiatives** by thoroughly testing, reporting and solving design issues encountered prior to release.
- **Collaborating** closely with the other departments *(notably Narrative, Realization and Living World)*.

Following Nexus' release, I'm now working on **prototyping internal VR game pitches** with the Düsseldorf VR team on **Level and Narrative Design aspects.**

Ubisoft Mumbai
India

September 2020 - April 2021 (7 months)

Intern Level Designer
Assassin's Creed Nexus VR (2023) ↗

- **Designing templates and documenting** LDDs, as well as Game/Level Design reports on various aspects of the game during Alpha phase.
- **Designing side content layouts**, **creating their blockouts** with *ProBuilder* in *Unity*, then testing before implementing them through visual scripting.
- **Collaborating remotely** at an International level with *Ubisoft* and outsourcing teams while respecting the design vision of the game.

&Ranj
Rotterdam, Netherlands

June 2019 - September 2019 (4 months)

Intern Game Designer/Producer
Serious game company, I've worked at &Ranj in multidisciplinary teams, doing clients-based projects ↗ :
- Working on **creating/updating design documents.**
- **Testing and reporting bugs** encountered.
- Contributing to **brainstorm sessions.**
- **Managing a team of interns** on an internal project for one month, applying the **Agile/Scrum project methodology.**

EDUCATION

- 2015 - 2020
Master degree in Game Design & Management [↗]
Rubika - Supinfogame *(Valenciennes, France)*

- 2012 - 2014
PACES *(1st year of medical school)* [↗]
University of Burgundy *(Dijon, France)*

LANGUAGES

- **French** - *Native*
- **English** - *Fluent*

- **Spanish** - *Basics*
- **German** - *Notions*

SOFTWARE SKILLS

Unreal Engine 4 & 5
Visual Scripting proficiency

Unity
C# basics

Perforce
Intermediate

Microsoft Suite Office
Intermediate

Adobe *Indesign, Photoshop, Illustrator, Premiere*
Intermediate

Autodesk Maya
Beginner

Jira
Intermediate

Confluence
Intermediate

GitLab
Beginner

DESIGN SKILLS

Level/Game Design

- GDD/LDD/GDC documentation
- Flowcharts, balancing through RLD
- Navigation design and flow control
(learning curve, pacing, reward...)
- LD paper, blockout design and
basic prototyping through level scripting
- User Experience, Game Feel

Narrative Design

- Writing scripts, lore, backstories and dialogues
- Story structures
- Characterisation
- Environmental storytelling
- VO Design / Screen direction

PERSONAL PROJECTS

- *October 2021 / Far Cry 4 map editor / Solo project* [↗]
Dhaulagiri - Action-stealth first person shooter
Level Designer

- *May 2021 / Essay / Solo project* [↗]
Introduction to key aspects of a good design quest
Level/Quest Design

- *October 2019 - June 2020 / UE4 / 8 people* [↗]
Haul Away - Action-adventure game
Project Manager, Level Designer

- *March 2020 / UE4 / Solo project* [↗]
Monastery's snare - Third person shooter
Level/Mission Designer

INTERESTS

- **Traveling** - I lived in several countries and travelled a lot *(Egypt, Australia, Venezuela, Peru...)*
- **Cinema** *(fond of thrillers)* - The Game, Metro Manila, Whiplash, Mr. Babadook, Jacob's ladder...
Last movie I watched I loved: *Thelma and Louise (from Ridley Scott)*
- **Video** - Writing, montage, acting... I played in several **students' movies**.
- **Video games *(narrative)*** - Life is Strange, Heavy Rain, Silent Hill 2, Ace Attorney, Firewatch, Yakuza series...
- **Diverse -** Piano *(7 years)*, 80s music *(David Bowie, Rick Astley...)*, 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.

References available upon request.