





# Level/Mission Designer

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 French - American  
EU Citizen - GC holder

 Open to relocation

## PROFILE

**Level/Mission Designer with 4+ years of AAA and AA experience**, specializing in immersive, narrative-driven gameplay experiences that balance mechanical depth, pacing and difficulty. Collaborative and versatile, I work efficiently within multidisciplinary teams through clear communication, iterative design and strong production awareness.

## PROFESSIONAL EXPERIENCE

### Intermediate Level/Mission Designer | Cyanide Studio

June 2024 - Present  
Nanterre, France

#### **Dracula: The Disciple - Unreal Engine 5 - PlayStation 5, Xbox Series X, PC (expected 2027)**

- **Sole Level Designer** responsible for the **the full level design pipeline**, from paper design and layout iteration, to blockout, greyblocking, and objective/puzzle implementation, ensuring consistency and quality across production.
- Collaborating closely with **Narrative and Level Art** to reinforce environmental storytelling and player immersion.

#### **Styx 3: Blades of Greed - Unreal Engine 5 - PlayStation 5, Xbox Series X, PC (2026)**

- **Primary Level/Mission Designer** on the following main missions: *The Reunion Rubble*, *The Last Piece of Korrangar*, *The Betrayer's Stoneheart*, and *Where the Quartz Breaks*.
- **Designed and iterated tactical sandbox spaces** balancing navigability, enemy encounters, and playstyle variety through visual scripting.
- **Owned Styx's zeppelin HUB design**, integrating secondary quest structure, crew interactions and placement/patrol systems across all five acts.
- **Enhanced narrative flow and VO integration** through suggesting contextual dialogues, player progression-driven conversations and monologues.
- **Supported polish and release** via testing, bug fixing, and cross-team collaboration (e.g. Art, Code and Narrative).

### Junior Level/Mission Designer | Ubisoft Düsseldorf

May 2022 - May 2024  
Düsseldorf, Germany

#### **Assassin's Creed Nexus VR - Unity - Meta Quest 2 & 3 VR headsets (2023)**

- **Main Mission owner for Monteriggioni Tunnels** from Beta to release, delivering it to a shippable quality.
- **Owned Italy realization sequences**, shaping the emotional experience intended.
- **Created templates and documented Level Design Deliverables (LDDs)** across production.
- Refined Italy missions' readability, difficulty, accessibility and **VR navigation flow** (*parkour, climbing...*), while supporting both stealth and combat playstyles **through visual scripting**.
- **Owned Italy VO implementation** (*one liners, conversations, optional reads...*) while collaborating closely with **Narrative, Realization and Living World** teams to support cohesive gameplay and storytelling integration.
- Following *Nexus*' release, I've prototyped **internal VR game pitches** on Level and Narrative design aspects.

### Intern Level/Mission Designer | Ubisoft Mumbai

September 2020 - April 2021  
Mumbai, India (remote)

#### **Assassin's Creed Nexus VR - Unity - Meta Quest 2 & 3 VR headsets (2023)**

- **Designed and iterated side content layouts, creating their blockouts** with *ProBuilder* during Alpha.
- Collaborated remotely with **Ubisoft's studios** to ensure alignment with the project's design vision.

### Intern Game Designer/Producer | &Ranj

June 2019 - September 2019  
Rotterdam, Netherlands

- Created and updated **design documentation** and contributed to **design brainstorming sessions**. 
- Worked in **multidisciplinary teams** on **client-based serious game projects** using **Agile/Scrum methodology**.

## SOFT SKILLS



Unreal Engine 4 & 5  
*Visual Scripting proficiency*



Microsoft Suite Office  
*Intermediate*



Jira  
*Intermediate*



Unity  
*C# basics*



Adobe Indesign, Photoshop,  
Illustrator, Premiere  
*Intermediate*



Confluence  
*Intermediate*



Perforce / Tortoise SVN  
*Intermediate*



Autodesk Maya  
*Beginner*



GitLab  
*Beginner*

## DESIGN SKILLS

### Level/Game Design

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

### Narrative Design

- Writing scripts, lore, backstories and dialogues
- Story structures (*Three-act, Hero's journey...*)
- Characterisation
- Environmental storytelling
- VO Design / Screen direction

## EDUCATION

- 2018 - 2020  
**Master degree in Game Design & Management**   
Rubika - Supinfogame (Valenciennes, France)
- 2015 - 2018  
**Bachelor degree in Game Design**   
Rubika - Supinfogame (Valenciennes, France)

## LANGUAGES

- **French** - Native
- **English** - Fluent
- **Spanish** - Basics
- **German** - Notions

## 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: *The Shadow's Edge* (*from Larry Yang*)
- **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.**