

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.

I always **seek for new challenges to face** and aim for excellence in the productions I take part in. **Anything that can enrich someone's culture is a key to creative success**, hence why as a designer, I constantly tend to open my mind to all sources of knowledge and inspiration.

Contributing to the storytelling of a production, whether through content writing or level design, is what drives me on a daily basis. I strive to create memorable interactive experiences that mark the player's mind, even once they've completed their game's journey.

PROFESSIONAL EXPERIENCE

May 2022 - ongoing | Düsseldorf, Germany

Junior Level Designer at Ubisoft Blue Byte

Continuing on my previous experience with Ubisoft Mumbai, I currently work with the Level Design team of Ubisoft Blue Byte on **an Assassin's Creed VR project for Oculus**.

This project is **in partnership with 3 other Ubisoft studios: Mumbai, Redstorm and Reflections**

- Updating LDDs and creating new templates
- Balancing readability, difficulty and accessibility intentions of the levels' beats in the engine through visual scripting
- Helping Level Owners refine navigation flow to fit multiple play styles
- Improving VO design/narrative flow of the levels
- Collaborating with the other departments (notably Narrative and Realization) to ensure the gameplay and narrative experience intended for the player reaches shippable quality.

October 2020 - April 2021 | Mumbai, India

Intern Level/Mission Designer at Ubisoft Mumbai (remote)

I also remotely worked on this same **Assassin's Creed VR project** with the Level Design team from Ubisoft Mumbai.

- Created LDDs and templates
- Prototyped/tested missions before implementing them in the engine
- Did level scripting through visual scripting

June - September 2019 | Rotterdam, Netherlands

Intern Game Designer/Producer 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**.

MAJOR 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 the key aspects of a good design quest - Case study
Level/Quest Design

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

CONTACT



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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

2012

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

Romain Rolland High School
Clamecy, France

LANGUAGES

French - Native
English - Fluent
Spanish - Notions

SKILLS

SOFTWARES



UE4 | *Intermediate*
Visual scripting



Unity | *Beginner*
C# scripting



Sourcetree | *Beginner*
Source control



Perforce | *Intermediate*
Source control



MS Office | *Intermediate*
Office suite



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



Jira/Confluence | *Intermediate*
Management tools



Autodesk Maya | *Beginner*
3D modeling tool

LEVEL & GAME DESIGN

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

NARRATION

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

MANAGEMENT

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

Meeting leading and writing reports
Active listening
Crisis management

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: *Top Gun: Maverick* (from Joseph Kosinski)

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

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.

REFERENCES

Jibrán KHAN, my Lead Level Designer and Manager at Ubisoft Blue Byte
jibran.khan@ubisoft.com

Jean-Claude ROSAY, Level/Mission Director on Assassin's Creed VR
jean-claude.rosay@ubisoft.com

Richard DANSKY, Narrative Director on Assassin's Creed VR
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