



SENIOR LEVEL DESIGNER

Adrover Joris

Tel : 438-921-6875

Email : joris.adrover@gmail.com



www.jorisadrover.com



www.fr.linkedin.com/in/jorisadrover

During my last 7 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](#)



Behaviour Interactive (Jan 2017 - Now)

- **Senior Level designer** on [Rainbow Six Outbreak](#) / [Unannounced First party AAA project \(Currently\)](#)

Role Description :

- Creating multiple levels for the games from conception to debugging.
- Scripting levels: encounters, narrative, mission flow.
- 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.

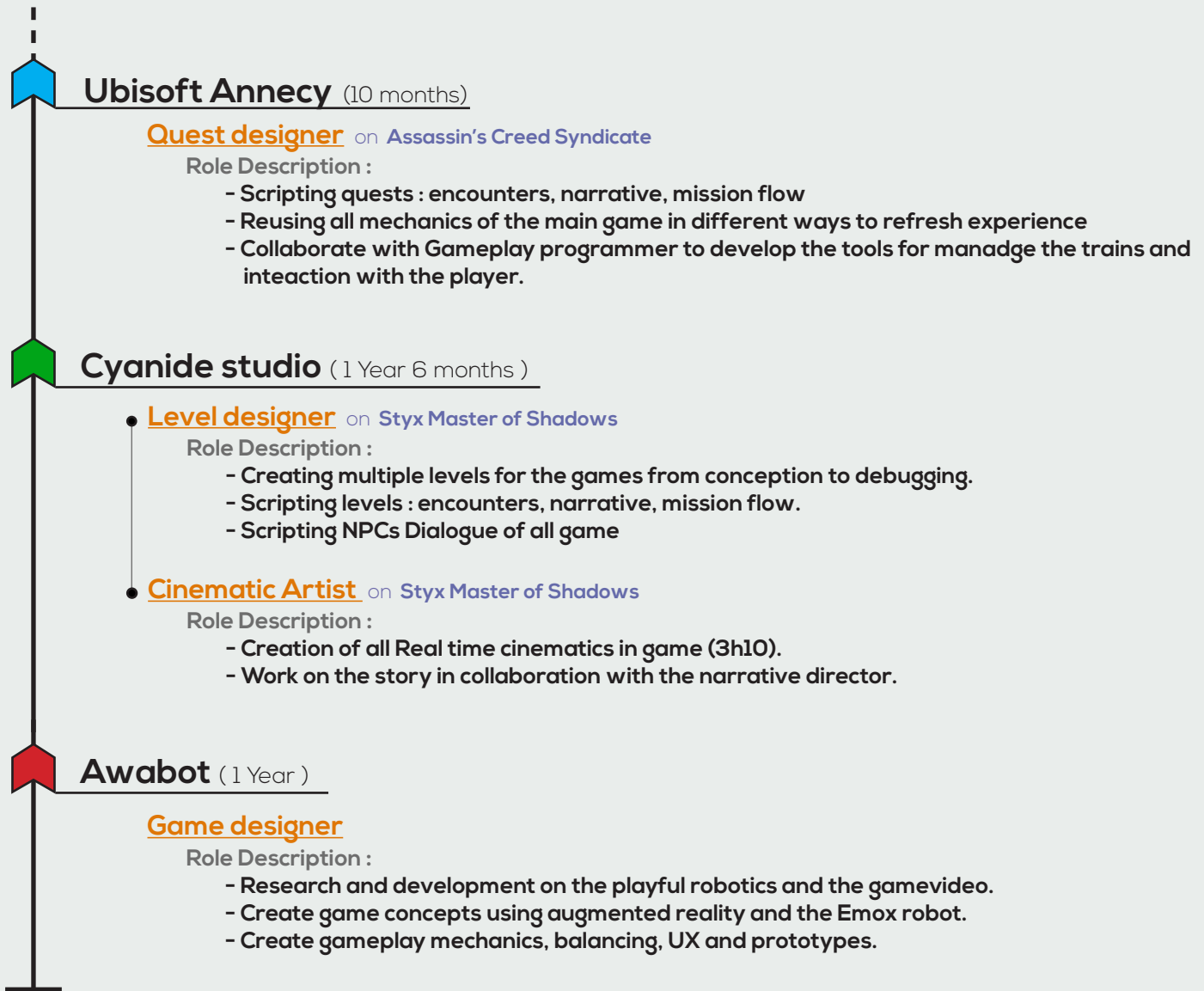


Cyanide studio (1 Year 3 months)

- **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.
-
- Creating multiple levels for the games from conception to debugging.
 - Scripting levels: encounters, narrative, mission flow.
 - Tech LD / Blueprint team support



OTHER EXPERIENCES

Fev. 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

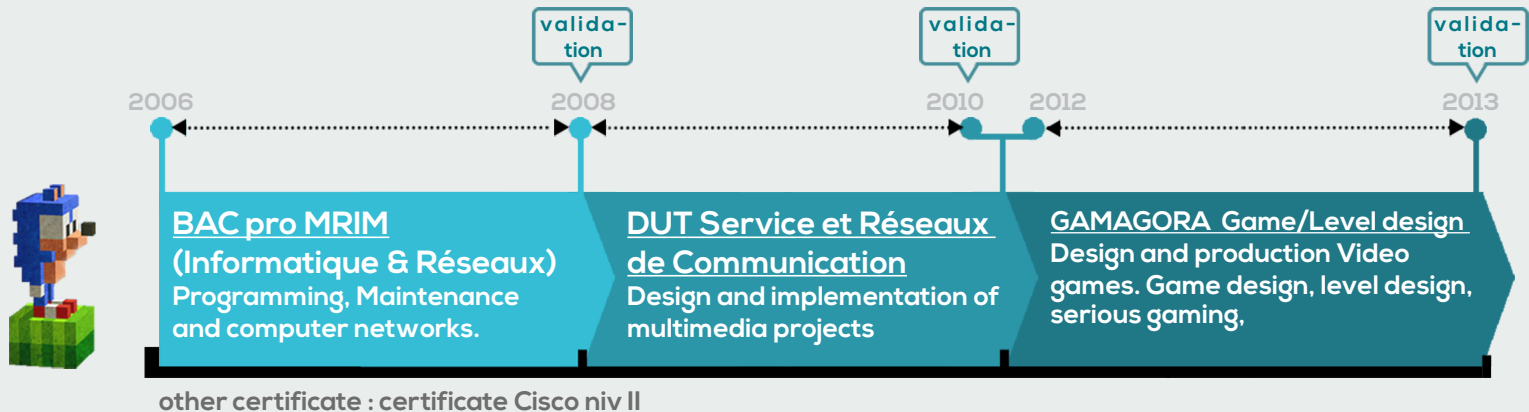
Dec. 2009 - Sept. 2010

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



SKILLS

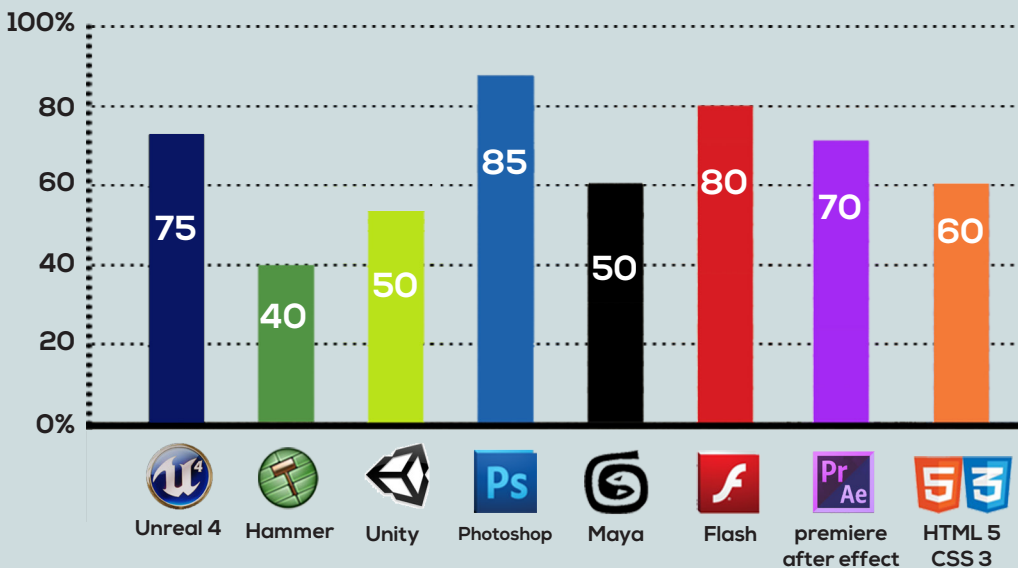
In-house game editors : Anvil, Cyatech, ETC.



French - native
English - Professional competence



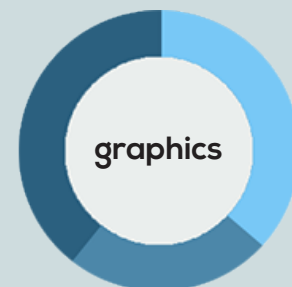
- Adapt to technical onstraints.
- Adapt methods working at production.
- Gives visibility to all the teams.



- 35% Level design
- 35% Level Builder
- 30% Rational level design



- 50% Script visuels Blueprint, uScript
- 30% ActionScript 3
- 20% Notion : python, C++...



- 35% Assets 2D
- 25% Animation flash 2D
- 40% 3D Placeholder