



Hugo VALÉRY
Technical Designer

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PROFESSIONAL EXPERIENCES

Ubisoft Paris / Technical Level Designer

- **2018 — Present:** Worked on 2 AAA games in close collaboration with Designers, Programmers and Tech Artists. Focus on LD and procedural pipelines.
 - **Watch Dogs Legion:** AI tools design and documentation, Houdini procedural tools from scratch, Level design validation process
 - **Beyond Good & Evil 2:** Defining planet procedural tools for Level Design.

Student project / Technical Level Designer

- **2015 — 2016 :** Initial design, prototype iterations, programming of main features and tools, establishment of the metrics, versioning.

Flying Carpets Games / Level Designer

- **2014 — 2016 :** Level design and level blocking, final boss design, bug regression.

SKILLS

- Writing & maintaining documentation
- Level Design: Blockout modelisation, metrics establishment, iteration process
- Scripting (Unity C#, python, houdini)
- working in a multidisciplinary and international environment
- Agile/scrum methodology
- Playtest organisation, direction and analysis

My formation in 4 different countries has led me to be open-minded and rigorous. Besides, my Game Design and Japanese studies, my major in Level Design and my Unity Engine certification developed my technical and communication skills.

- Other : English TOEIC 895, German B1, Japanese JLPT N4, Microsoft office, Photoshop, Maya, Blender, Git, Linux environment,

OBJECTIVES

Medium term: Deepen my specialized knowledge in prototyping and tools, and globally broaden my technical abilities.

Long term: Be able to read professional low-level code in my day to day work, participate in research and development.

FORMATION

October 2016 — June 2017 : Akamonkai Japanese Language School, Tokyo, JAPAN

September 2013 — June 2016 : ISART Digital, Game Design section, Montreal, CANADA

- Valedictorian
- Also trained on Platest, QA, UI/UX, Economic Design, Rational Design
- Class representative and President of the social club

INTERESTS

Game: Game Jams, Role playing game mastering

Sport: Climbing, Skateboard, Mountain bike

Arts: Japanese Calligraphy, Watercolor

Reading: Science fiction, studies about video games, Poetry

NOTABLE PROJECTS

BEYOND GOOD AND EVIL 2



WATCH DOGS LEGION



NAWA, THE SANDS BLOSSOM



THE GIRL AND THE ROBOT

