

Bastien FERRAS

Level Designer

CONTACT

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SKILLS

Personal

Teamwork
Analysis
Creativity
Communication
Passion
Organisation

Softwares

Unreal Engine (BP)
Unity3d (C#)
Valve Hammer Editor
Proprietary engines
3DS Max
GIT / SVN / Perforce
Jira
Adobe suite

Game conception

Level desgin
Game design
Architecture knowleges
Art sensibility

Languages

French (native language)
English (working knowledge)

WORK EXPERIENCE

Level Designer @ CODEMASTERS - Southam, UK

June 2018 - Today

My main job is designing tracks and environments to make the best rally simulation.
Worked on "**Dirt Rally 2.0**" and now on an unannounced project.

Level Designer @ KYLOTONN GAMES - Lyon, FR

Feb 2017 - May 2018

My main job was to design tracks and environments to make the best racing game experience.
Worked on "**WRC 7**" and "**V-Rally 4**".

Game / Level Designer @ FOREXGAMER - Paris, FR

Dec 2014 - Jun 2015

Design and integration of levels on Dead Galaxy, a FPS on mobile made on Unity3d.

Game Developer @ PLAYTOUCH - Paris, FR

Oct 2013 - Jun 2014

Programmation of different casual games for mobile and web platform.

PROFIL

I love action games with strong narration and rich universe.
I aim to create emotions, stimulating experiences by playing with volumes, spaces and gameplay mechanics while following the given constaints.

EDUCATION

Game Design & Programing - Isart Digital - Paris
2012 - 2015

Bachelor STI electronic - Antonin Artaud High School - Marseille
2011 - 2012

EXTRAPROFESSIONAL ACTIVITIES

Video games:	Metro, Dishonored, Alien Isolation, The last of us, Left 4 dead, Red Dead Redemption.
Model-making:	Design of game board and figurines painting
Photography:	Landscape, animal, architecture
Sport:	Climbing, cycling, hiking, gym, Muay Thai
Game Jams:	Global Game Jam (2013, 2014, 2017)