


LOÏC BOURDREL


TECHNICAL DESIGNER

I am a **Technical Designer**, working at **Ubisoft Ancecy** on **Riders Republic**.


I like clean scripts, efficient tools, and creating the best experience for the players.

Holder of a master's degree in Game Design & Management, from Supinfo game Rubika school.

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 Ancecy, France

PROFESSIONAL EXPERIENCE

TECHNICAL DESIGNER

UBISOFT ANNECY (Ancecy, France)

April 2022 - Today

I became a **confirmed technical designer** after 1 year in the team. My job title changed from technical level designer to technical designer as we were handling topics that were wider than just level design, such as Online and UI.

JUNIOR TECHNICAL LEVEL DESIGNER

UBISOFT ANNECY (Ancecy, France)

April 2021 - April 2022

I wanted to get my hands in the tech side and have a greater impact on the game's production, and I felt like it was the best fit for me. So I became **technical level designer**, still on **Riders Republic**.

JUNIOR LEVEL DESIGNER

UBISOFT ANNECY (Ancecy, France)

July 2019 - April 2021

Ubisoft Ancecy is the main studio for the Steep and Riders Republic IPs.

I entered the studio as a **junior level designer** to work on **Riders Republic**, that was in an early production stage.

GAME DESIGNER INTERN

PALADIN STUDIOS (Den Haag, Netherlands)

June 2018 - Sep. 2018

Paladin Studios is a mobile game studio, located in the Netherlands.

I worked with them as a **game designer** on the mobile game **My Tamagotchi Forever**, based on the **Tamagotchi** license for the publisher **Bandai Namco**.

GAME DESIGNER INTERN

TRALALÈRE (Paris, France)

July 2017 - Sep. 2017

Tralalère creates educational resources for children, such as games, cartoons or comics. I worked with them as a **game designer** on a **serious game** for dyspraxic children.

SHIPPED PERSONAL PROJECTS

BOBBY GUNNER

IRONEQUAL (Tourcoing, France)

Feb. 2019

Bobby Gunner is an action/platform mobile game that I developed **on my own**. It was published by **IronEqual** on **Android**.

SOUND SLIDE

IRONEQUAL (Tourcoing, France)

Jan. 2019

Role : Product owner, game designer, sound designer.

Sound Slide is a musical runner, developed as a school project at first, then published by **IronEqual** on **Steam**.

EDUCATION

GAME DIRECTOR MASTER'S DEGREE

SUPINFOGAME RUBIKA (Valenciennes, France)

Sep. 2014 - June 2019

5-year studies in the Game Design & Management section.

HIGH SCHOOL DIPLOMA

(Louis Blaringhem Highschool, France)

2014

PROFESSIONAL EXPERIENCE - SOUND DESIGN

- SOUND DESIGNER - COMPOSER**
IRONEQUAL / OKAÏDI & DISNEY NATURE (Tourcoing, France)
Feb. 2018
Sound design for the game *Planet Challenge - BLUE* (Android/IOS) - Music, Sound effects
- SOUND DESIGNER - COMPOSER**
IRONEQUAL / RAILENIIUM-2A2F (Tourcoing, France)
July. 2017 - Nov. 2017
Sound design for the game *Goods Train Fever* (Android/IOS) - Music, Sound effects
- SOUND DESIGNER - COMPOSER**
IRONEQUAL (Tourcoing, France)
Aug. 2017 - Oct. 2017
Sound design for the game *Repulse: Galactic Rivals* (PC) - Music, Sound effects

SKILLS

TECH DESIGN

Scripting
Procedural Generation
Tools
Programming C#

LEVEL DESIGN

Layout
Level building
3D modeling

GAME DESIGN

Concept
Prototyping
3Cs
UI & UX design

MANAGEMENT

Communication
Organization
Dedication
Team work

SOUND

Music
- **Composition**
- **Playing**
- **Recording**
Sound effects

TOOLS

GAME ENGINES

Anvil
Unreal Engine 4
Unity

ADOBE

Photoshop
Illustrator
Premiere
InDesign

OFFICE

Word
Excel
Powerpoint

SOUND

Wwise
FL studio
Audacity

LANGUAGES

FRENCH

Native

ENGLISH

Fluent

INTERESTS

Music and sound in general have always been my other passions, which is why I worked on many projects related to music. I love to experiment with the relationship between game and sound. I am also really fond of science, especially everything related to the Universe.

VIDEO GAMES

FPS
Immersive sims
RPG
Sports games
Survival Horror

MUSIC

Rock
Classic
Instrumental
Funk

SCIENCE

Astronomy
Psychology
Philosophy