

LOÏC BOURDREL


SENIOR TECHNICAL DESIGNER

I am a **Technical Designer**, working at **Ubisoft Ancey** on **Star Wars Outlaws**.


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 Rubika Supinfogame school.

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 Ancey, France

PROFESSIONAL EXPERIENCE

Ubisoft Ancey
(France)



Oct. 2024 - Today

SENIOR TECHNICAL DESIGNER / AI DESIGN

Star Wars Outlaws

I became a Senior Technical Designer right after the release of the game, and kept on improving the enemy NPCs.

Ubisoft Ancey
(France)



Apr. 2022 - Oct. 2024

TECHNICAL DESIGNER / AI DESIGN / PROGRESSION - SYSTEM

Star Wars Outlaws

- AI design
- NPC behaviour

I joined the AI Design team to work on **NPC behaviour**, focusing on **enemy NPCs** and various behaviours related to **detection and investigation** out of combat.

Riders Republic

- Progressions systems
- Flows
- Tools

I became a **confirmed technical designer** after 1 year in the team. My job title changed from technical level designer to technical designer to reflect our wider role in the production, on progression systems as well as Online and UI.

Ubisoft Ancey
(France)



Apr. 2021 - Apr. 2022

JUNIOR TECHNICAL LEVEL DESIGNER / QUEST - PROCEDURAL

Riders Republic

- Procedural generation
- Script & Entity templates
- Game introduction

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**, focusing on integration or **procedural world elements** as well as **quest flows**.

Ubisoft Ancey
(France)



Jul. 2019 - Apr. 2021

JUNIOR LEVEL DESIGNER / LAYOUT

Riders Republic

- Layout

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

I joined the studio as a **junior level designer** to work on **Riders Republic**, that was in an early production stage. I worked on the **layout** of various events of the progression.

Paladin Studios
(Netherlands)



Jun. 2018 - Sep. 2018

GAME DESIGNER INTERN / PROGRESSION - CONTENT

My Tamagotchi Forever

- Balancing
- Integration

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**. I mainly worked on **balancing the game progression** and integrating it.

Tralalere
(France)



Jul. 2017 - Sep. 2017

GAME DESIGNER INTERN / PROTOTYPING

- Game concept
- Prototyping

Tralalere 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. My mission was to **design minigames** aimed at training specific cognitive skills, and **prototype them**.

EDUCATION

GAME DIRECTOR MASTER'S DEGREE

Rubika Supinfogame (Valenciennes, France)

Sep. 2014 - June 2019

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

HIGH SCHOOL DIPLOMA

(Louis Blaringhem Highschool, France)

2014

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**.

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 / Railenium-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
Behaviour
Procedural Generation
Tools

GAME DESIGN

Concept
Prototyping
3Cs
UI & UX design

MANAGEMENT

Communication
Organization
Dedication
Team work

LEVEL DESIGN

Layout
Level building
3D modeling

SOUND

Music
- Composition
- Playing
- Recording
Sound effects

TOOLS

GAME ENGINES

Anvil
Snowdrop
Unreal Engine 4/5
Unity

ADOBE

Photoshop
Illustrator
Premiere
InDesign

OFFICE

Word
Excel
Powerpoint

SOUND

FL studio
Wwise
Audacity

LANGUAGES

FRENCH

Native

ENGLISH

Fluent