

www.alain-marchino.com

# Alain Marchino - Senior Level Designer

## Characteristics

Passionate Calm Challenge lover  
Flexible Adaptive  
Objective Driven

## Education

### Vancouver Film School

Vancouver, Canada  
Graduated with Honors  
2013 - 2015  
Game Design Diploma

### Institut Des Arts de Diffusion

Louvain-La-Neuve, Belgium  
Graduated with Distinction  
2008- 2012  
Bachelor in Script Supervising  
and video editing

### College Alice-Rivaz

Geneve ,Switzerland  
2003 - 2007  
Federal Maturity  
Major in Philosophy and Music

## Languages

Fluent in English, French  
Spanish; basic German

## Professional work

### EA Criterion 🇺🇸

#### Need for Speed

Senior Level Designer, Brighton, UK  
May 2023 - Present

### Build A Rocket Boy 🇺🇸

#### MindsEye

Senior Mission Designer, Brighton, UK  
April 2023 - May 2023

- Refining mission gameplay mechanics
- Pitching new gameplay ideas

### Variable State 🇺🇸

#### Unreleased project

Senior Level designer, Brighton, UK  
April 2022 - February 2023

- Redefine game pillars and design direction
- Prototyping level mechanics
- Stealth detection system design
- Establish level metrics

### Hangar13 🇺🇸

#### Unreleased + Unannounced project

Level designer, Brighton, UK  
September 2020 - March 2022

- World POI concept and design
- Activities scripting and puzzle design
- Terrain iteration and loot placement
- Concept and side activities prototypes

### Mafia1 - Definitive Edition

Associate level designer, Brighton, UK  
April 2019 - September 2020

- Designing mission concept
- Delivering mission narrative
- Creating mission flow and layout
- Scripting encounter, NPC's, events
- Sound mission design
- Iterating, ensuring quality

### Ubisoft Anney 🇫🇷

#### Tom Clancy - The Division 2

Junior level designer, France  
February 2017 - July 2018

- Concept/pitch main mission content
- Whiteboxing main mission blockout
- Mission flow; micro/macro layout
- Mission design concept and scripting
- Boss design concept and scripting
- Multiplayer encounter balancing

## Skills

Documentation  
2D maps, 3D layout  
Single player design  
Multiplayer design  
level design mechanics  
Puzzle design  
System design  
World building  
World design  
Whiteboxing, Prototyping  
Mission scripting  
Bug fixing

## Softwares

Fusion Illusion Engine  
Snowdrop, Unreal5, Unity

Maya, Crazy Bump, Z Brush  
Adobe Ps, Ai, Ae, Pr, Au  
Sketchup and layout  
Perforce, Jira, MS Office

I LIKE

