

Francois Roughol

Senior Designer

francois@froughol.com

www.froughol.com

Profile

Experienced level and game designer with 5 shipped titles on PS2, Wii, PC, X360 and PS3.

After leaving behind a starting marketing career at Apple, I have been involved in 5 different retail games, with responsibilities ranging from designing levels and features in games to providing training for an entire team, designing and maintaining production methods, leading double digit teams and managing add-on releases.

Described as a creative, dedicated, trustworthy facilitator, I am always eager to improve on my own skills and thrive in dynamic environments where collaborative teamwork and passion are valued. I now aim to deliver the best entertainment the gaming media can offer with world class developers.

Key Competencies

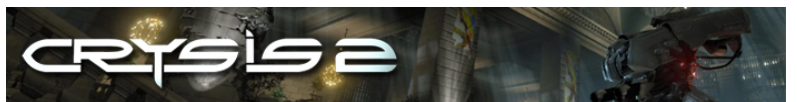
- Level / game design; gameplay scripting; optimization from concept to gold master status.
- Project management of mods as well as professional teams on specific features, from concept to gold master status.
- Self motivation and continuous learning of varied production methods, from marketing to a successful games development career.
- Communication; analysis and solution finding of games development related issues, with a strong focus on the end user experience

Experience

Senior Level Designer - Crysis 2 at Crytek

(6 recommendations available upon request)

Mar. 2010 – Apr. 2011



Brought late to the team, I quickly took charge of bringing up the quality of multiple levels for Crysis 2, as well as designed and managed a brand new playtest method for Crytek focusing on heavy feedback from the entire development team and telemetry data.

A few months after arriving, I constituted and led a group of 10 senior talents from all departments of Crysis 2 to establish and perform all optimization tasks across the entire game, establishing Sony and Microsoft TRC compliant performance for Crysis 2 on the PS3 and Xbox 360 consoles.

Picking up from my last position at Ubisoft, I also provided mentorship and training for junior level designers by giving them a full level to make on CryEngine and follow through until a potential final release.

Lead Designer - Ubisoft Porto Alegre, Brazil

(1 recommendation available upon request)

Nov. 2009 – Dec. 2009

Kick started a design department in Ubisoft's most recently acquired studio and developed a working prototype on the Wii as a hands-on exercise for the team to experience and train on level design. Due to bad market conditions, the title was canceled.

Game/Mission Designer - Assassin's Creed 2

(3 recommendations available upon request)

Jan. 2009 – Nov. 2009 - Ubisoft Montreal



Complete design of Ezio's Flying Wing and its mission, from prototyping to E3 demo and final design. I also took charge of the overall production management of its game design and programming aspects, leading a small team of 5 developers to deliver the end product.

I also reworked a few other Venice missions in the game during debug and polish phase. The ballistics gameplay mechanic I was equally in charge of was cut from the game for lack of time to polish it, but made a comeback in Assassin's Creed Brotherhood.

Level Designer - Prince of Persia + DLC

(2 recommendations available upon request)

Oct. 2007 – Jan. 2009 - Ubisoft Montreal



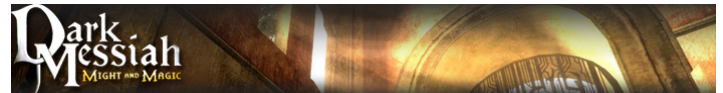
Designed and scripted 8 levels for the 2008 revamp of the Prince of Persia franchise, as well as its following DLC. I also designed the template gameplay bricks from which we constructed the DLC in under 6 weeks of production.

Wanting to explore game design further, I also designed additional gameplay features such as the compass system and two of the powers Elika uses in the game (one in the original game, and the brand new power she uses in the DLC). I also worked with the combat designer on the technical requirements for all fight arenas.

Level Design Technical Director - Dark Messiah

(3 recommendations available upon request)

Nov. 2006 – Sep. 2007 - Ubisoft Ancecy



Brought on as a level designer, my role rapidly evolved to providing technical expertise and training on the Source engine for the entire production team, and managing the day to day conversion of the PC title to the X360, optimizing all assets and levels.

Founder and team lead - CAMP packs (Freelance) for Valve Software

(4 recommendations available upon request)

Mar. 2007 – Jul. 2007

After forming a team of like-minded modders and players, I led the team to produce 8 high quality multiplayer levels for Valve's Day of Defeat Source game, featured on Steam. One of these levels is my own (Stug), but I had a hand in all of them from providing technical expertise on optimization, lighting and layout to managing the release and online advertising of the packs. All of them are still among the game's most played levels to this day, and were downloaded over 25,000 times during the first month of release.

Level Designer - Rayman Raving Rabbids

Mar. 2006 – Nov. 2006 - Ubisoft Montpellier



First position in the gaming industry, designing multiple levels before the game shifted to a minigames compilation. When it did, I designed and made 2 of the 10 FPS maps from concept to gold master status, and polished and debugged a third level.

Education

Bachelors Degree - International trade, marketing and communication

(Ecole Supérieure de Commerce Dijon – Bourgogne)

2000 – 2004

4 years Bachelors Degree studying international trade, marketing and communication and working extensively in multiple companies including as:

Web and Product Marketing Assistant – Apple Computers (2004)

Development of the affiliation program of Apple's online store and coordination / planning of Apple Store's booth at Apple Expo 2004.

Launch of 225 products on the Apple Store Europe over a two months period

Marketing / Advertising Assistant – Intranet (2003)

Organization of booth at European contact centers show SeCA 2003 and development of sales.

Export and Sales Assistant – Conran Octopus Publishing Group (2002)

Organization of export and sales of the London based publishing company. Set up of special sales for the launch of two books.