

## François Roughol – Senior Designer

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CANADA  
Work Eligibility: Europe

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### **Profile:**

Self-trained and committed, I joined the gaming industry from Valve Software's modding scene in 2006. Now 4 years after changing careers, I have been involved in 4 different retail games, with responsibilities ranging from designing levels and features in games to providing training for an entire team and managing add-on releases.

Described as creative, dedicated, trustworthy and always eager to improve on my own skills, I now aim to work on other challenging titles with world class developers.

### **Skills:**

- **Level and game design, gameplay scripting, optimization**
- **Team and project management**

### **Experience :**

- **Nov - Dec 2009 : Lead Designer - Ubisoft Porto Alegre (Wii)**  
Kick started a design department and developed a working prototype on the Wii as a hands-on exercise for the team to experience and train on level design.
- **2009 : Game/Mission Designer - Assassin's Creed 2 - Ubisoft (X360, PS3)**  
Complete design of Ezio's Flying Wing and its mission, from prototyping to E3 demo and final design. Overall production management of its game design and programming aspects. Also reworked a few other Venice missions in the game during debug and polish phase
- **2008 : Level Designer - Prince of Persia + DLC - Ubisoft (X360, PS3, PC)**  
Designing and scripting new levels for the 2008 revamp of the Prince of Persia franchise, as well as its following DLC. Design and implementation of additional gameplay features such as the compass system that guides players in game.
- **2007 : Level Design Technical Director - Dark Messiah – Ubisoft (X360)**  
Providing technical expertise and training on the Source engine for the entire production team.
- **2007 : Day of Defeat Source CAMP packs - Valve Software (PC)**  
Project management, technical expertise and level design, bringing Day of Defeat community maps to professional standards in Steam advertised downloadable packs.
- **2006 : Level Designer - Rayman Raving Rabbids - Ubisoft (Wii, PS2)**  
First position in the gaming industry, making 3 of the 10 FPS maps in Rayman Raving Rabbids