

# François Roughol

Senior Designer at Ubisoft

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## Summary

Self-trained and committed, I joined the gaming industry from Valve Software's modding scene in 2006. Originally from a marketing background noticeably at Apple, my goal is to provide the very best entertaining video games while keeping a close interest in the business side of the industry.

Now 4 years after changing careers, I have been involved in 4 different retail games while continuing to support modders, 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.

## Specialties

Level design, gameplay scripting, optimization

Team and project management

Video games engines and tools:

- Jade (Rayman Raving Rabbids, Prince of Persia, King Kong, Beyond Good & Evil)
  - Source (HL2, CSS, DoDS, TF2, Portal, Left 4 Dead, etc)
  - Anvil ( Prince of Persia, Assassin's Creed)
  - 3ds Max 9
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## Experience

### **Senior Designer at Ubisoft**

March 2006 - Present (4 years)

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Nov - Dec 2009 : Lead Designer - Ubisoft Porto Alegre

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.

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2009 : Game/Mission Designer - Assassin's Creed 2 - Ubisoft Montreal (X360, PS3, PC)

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

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2008 : Level Designer - Prince of Persia + DLC - Ubisoft Montreal (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.

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2007 : Level Design Technical Director - Dark Messiah Elements - Ubisoft Annecy (X360)

Providing technical expertise and training on the Source engine for the entire production team.

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2006 : Level Designer - Rayman Raving Rabbids - Ubisoft Montpellier (Wii, PS2)

First position in the gaming industry, making 3 of the 10 FPS maps in Rayman Raving Rabbids

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*8 recommendations available upon request*

### **Level Designer - CAMP packs (Freelance) at Valve Software**

March 2007 - July 2007 (5 months)

Working with the team to produce high quality multiplayer levels for Valve's Day of Defeat Source game, featured on Steam

*4 recommendations available upon request*

### **Web and Product Marketing Assistant at Apple Computers**

November 2003 - December 2004 (1 year 2 months)

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 at Intranet**

April 2003 - September 2003 (6 months)

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

## **Export and sales assistant at Conran-Octopus**

June 2002 - September 2002 (4 months)

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

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## Education

### **Groupe Ecole supérieure de Commerce de Dijon-Bourgogne**

Bachelors Degree, International trade, marketing and communication, 2000 - 2004

### **Franco-British Chamber of Commerce and Industry**

Certificate in English for Business Communication, 2002 - 2002

**Activities and Societies:** Obtained the FBCCI certificate with distinction

### **Humboldt-Universität zu Berlin**

2001 - 2001

**Activities and Societies:** Intensive 3 months German language, culture and economy course.

Diploma from the Goethe Institute, received for a good spoken and written level of German.

### **Housatonic Valley Regional High School**

1998 - 1999

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## Interests

Volunteer Translator at TED ([www.ted.com](http://www.ted.com)) since 2009, translating videos on a variety of subjects from English to French

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## 12 people have recommended François

"I was extremely lucky to receive training and guidance from François. He has a great understanding of all aspects of production and knows what it takes to make a great game. On a personal level, he's a really great guy and I'm happy to call him a friend."

— **Arthur Bobany**, *Level Designer, Ubisoft*, reported to François at Ubisoft Porto Alegre

"I had the opportunity to work with François on addressing a few bugs on Assassin's Creed II. First, he knew what he was talking about. He understood the pipeline and what I was explaining with respect to each bug. Secondly, he was proactive in suggesting different ways that could be tried to resolve each bug in data rather than code, and worked with me on issues that required a code update. Third, when I demonstrated simpler workflow in the tools he caught the vision and was able to offer up even more improvements that can speed up the end user's development experience. I would recommend François to any team that wants a committed team player that is both knowledgeable about the engine and tools he uses and will do anything he can to get the job done."

— **Rajesh Nakrani**, *Programmeur Intelligence Artificielle, Ubisoft*, worked directly with François at Ubisoft Montreal

"François is dedicated, hard working and always ready to help others. He obviously loves and knows a lot about the gaming industry."

— **Marc-Antoine Lussier**, *Mission Scripting Technical Director, Ubisoft Montreal*, managed François indirectly at Ubisoft Montreal

"During the production of Prince of Persia, Francois worked very skillfully and hard to create the best levels in the constraints i gave him. He succeeded. It's a very great guy to work with, and have very strong technical skills. I would work with him again anytime."

— **Francois Emery**, *Directeur Level Design, Ubisoft Montréal*, managed François at Ubisoft Montréal

"Working with Francois on Prince of Persia was everything a level artist needs from a level designer. He makes your life easier on a stressful production. He was open to changes and always oriented results for both of us. I don't say he always says yes, but he's always willing to find the

best solution to achieve the best result. He understand that level artist and level designer have to work together, not the opposite like you often see in videogames. And he has a good sense of humour, which tends to disappear in this domain. I would say that he's the kind of guy you need on any production for all the reasons I've mentioned and more and I would recommend him anytime! Francois is the guy that you say, in the end; in big part because of him, you had a really good experience on this production."

— **Dany Gilbert**, *Level Artist, Ubisoft Montreal*, worked directly with François at Ubisoft Montréal

"Worked with Francois it was a nice experience, he is very pragmatic and very fast to explain and solve anything about software technology. I can recommande Francois without hesitation for any project. Tariq Bellaoui"

— **Tariq Bellaoui**, *graphic design, ubisoft*, managed François indirectly at Ubisoft

"The most impressive aspect of Fran's work in the CAMP design team is his willingness to dive head-first into any project, helping tie up countless loose ends and ramping up quality across the board. His tireless efforts and technical expertise make him an invaluable team member and a pleasure to work with."

— **Jake Mannion**, *Level Designer, Self-employed*, worked directly with François at Valve Software

"François is one of those people whom early on I thought, "This guy needs to work in the games industry!", and now he does. He continues to be a positive and consistent contributor to the amateur map scene for Valve's Day of Defeat as he also advances his professional career, which shows a great sense of commitment and passion behind what he does."

— **Tim Holt**, *Contractor, Valve Corporation*, worked with François at Valve Software

"The Camp map packs are the best around. Congrats on the contest nod as well."

— **Buddy Seaver**, *QA - Support, GameFlood / Turbo Squid, Inc.,*, was with another company when working with François at Valve Software

"Francois was an efficient and strong implicated assistant. Our collaboration was a real pleasure and Francois and I had learn a lot from each other. Thx for your implication and your common sens !"

— **Cyril Masquilliere**, *Art Tech Director, Ubisoft (Annecy, France)*, managed François at Ubisoft

"François game maps are something worth admiring, more-so however was his ability to pull together a team of like minded designers and launch a map pack for the gaming community to play."

— **Scott Reismanis**, *Managing Director, DesuraNET Pty Ltd*, was with another company when

working with François at Valve Software (Voluntary)

"Francois and I worked on Dark Messiah of Might&Magic. He is the assistant technical director on that project, using the Valve Hammer editor. He help the whole Splinter Cell Multiplayer team on that editor. Really an impassioned person."

— **Francois Bellotto**, *Level Artist, Ubisoft*, worked directly with François at Ubisoft

[Contact François on LinkedIn](#)