



Bastien FERRAS Level Designer

CONTACT

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SKILLS

Personal

Passion
Analysis
Creativity
Team work
Communication
Organisation

Softwares

Unity3d
Valve Hammer Editor
Unreal Engine
GIT/SVN
Jira
Adobe suite
Office suite

Game conception

Level desgin
Game design
Architecture knowleges
Art sensibility

Languages

French (native language)
English (working knowledge)

WORK EXPERIENCE

Level Designer @ KYLOTONN GAMES - Lyon

Feb 2017 - Today

As Level Designer, my main job is to create roads and environments to trying to make the best racing game experience.

Worked on "WRC 7" and currently working on "V-Rally 4".

Game Designer @ PINPIN TEAM - Paris

Jan 2016 - Feb 2016

Creation of an avatar's game concept for kids with special disease, the game had to educate kids to live with their deseases with lessons, quizz and party games.

Game / Level Designer @ FOREXGAMER - Paris

Jan 2015 - Jun 2015

Design and integration of levels on Dead Galaxy, a FPS on mobile.

Game Developer / QA Tester @ PLAYTOUCH - Paris

January 2010 - February 2012

Programmation of different casual games for mobile and web platform.

PROFIL

I love narrative games and rich universes.

I aim to create emotion, stimulating experiences by playing with volumes, spaces and gameplay mechanics while following the given constraints.

EDUCATION

Game Design & Programing - Isart Digital - Paris
2012 - 2015

Bachlor STI electronic - Antonin Artaud High School - Marseille
2011 - 2012

EXTRAPROFESSIONAL ACTIVITIES

Video games: Metro 2033, Dishonored, The last of us, Life is Strange, Firewatch, Left 4 dead.

Model-making: Design of game board and figurines painting

Photography: Landscape, animal, architecture

Sport: Climbing, bike, hiking

Game Jams: Global Game Jam (2013, 2014, 2017)