



# 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  
Level building  
Game design

### 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 actually working on an unannounced project.

### 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 like to create emotion, stimulating experiences by playing with volumes, spaces and gameplay mecanics while following the given constaints.

## 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, Firewatch, Life is Strange, Left 4 dead,  
Counter Strike, Dirt rally.

Sport: Climbing, bike, hiking

Model-making: Design of game board and figurines painting

Photography: Landscape, animal, architecture