



# Bastien Ferras

## SENIOR LEVEL DESIGNER

### CONTACT

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### SKILLS

#### Personal

Teamwork  
Process Driven  
Analysis  
Creativity  
Communication  
Passion  
Organisation

#### Software

Unreal Engine  
Unity3d  
Valve Hammer Editor  
Proprietary engines  
GIT / SVN / Perforce / UGS  
Jira  
Adobe Suite

#### Game Conception

Level design  
Game design (System, Encounter)  
Architecture knowledge  
Art sensibility  
Production process

#### Languages

French (native language)  
English (full professional proficiency)

### PROFILE

I love systemic and action games with rich universes.

I aim to create stimulating situations and emotion by using forms, spaces and gameplay mechanics to provide a clear experience for the players.

### WORK EXPERIENCE

#### Experienced Designer @ ELECTRIC SQUARE - UK

Jan 2024 - Present

Working as Level & Campaign Designer on an unannounced project.

#### Senior Level Designer @ CREATIVE ASSEMBLY - Horsham, UK

July 2020 - December 2023

Worked on "Hyenas", a new IP Multiplayer FPS extraction shooter made with UE4:

- Owning maps at different state of their development.
- Owning different gameplay systems.
- Owning NPC Encounter (Creation of a dedicated testing GYM, organizing collaboration meetings with the different design teams, creation of an iteration & testing process).
- Creation of a GYM to validate the character traversal metrics.
- Mentoring other Level Designers.
- Presentations to the Level Design & the wider project team.
- Production planning working closely with leads & producers.

#### Level Designer @ CODEMASTERS - Southam, UK

June 2018 - June 2020

My main job was designing tracks and environments to make the best rally simulation. I had the chance to investigate and define the new locations and specificities for the new tracks and present to the rest of the team.

Worked on "Dirt Rally 2.0" & "EA WRC 23".

#### Level Designer @ KYLOTONN GAMES - Lyon, FR

Feb 2017 - May 2018

My main job was to design tracks and environments to make the best racing game experience.

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

### EDUCATION

#### Game Design & Programing - Isart Digital - Paris

2012 - 2015

#### Bachelor STI electronic - Antonin Artaud High School - Marseille

2011 - 2012

### EXTRAPROFESSIONAL ACTIVITIES

Video games: Prey, Dishonored, Alien Isolation, Hitman, Outlast, Metro, Titanfall, Resident Evil, Red Dead Redemption.

Photography: Architecture, Landscape, Wildlife.

Sport: Muay Thai, Cycling, Climbing, Workout.