

Mr. Benjamin CORNAGLIA

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Open World Designer

Employment

March 2022 – Present

Open World Designer, Open-ended contract

Rockstar North, Video games studio, Edinburgh, Scotland

Under NDA

April 2021 – January 2022

Senior Technical Level Designer, Open-ended contract

Ubisoft, Video games studio, Berlin, Germany

Research and development specialist, engines benchmarking, in-house engines development, team management and mentorship, technical content owner, pre-production design and prototyping

August 2018 – April 2021

Technical Designer Realization, Open-ended contract

Ubisoft, Video games studio, Bordeaux, France

AI development specialist and technical owner, team management and mentorship, features planning, mocap planning, engine specialist, engine scripts, previously technical owner of level design scripting tools

August 2016 – August 2018

Game/Technical Designer, Fixed-term contract

DONTNOD, Video games studio, Paris, France

Features design and specifications, planning, iteration and balancing, go-to person for technical questions and implementation, main bridge between programmers and designers, maps and environments design, tools specialist

March 2016 – August 2016

Game Designer, Internship

DONTNOD, Video games studio, Paris, France

Design and development of levels, features and characters abilities

June 2015 – March 2016

UI Programmer/IT, Internship

DONTNOD, Video games studio, Paris, France

UI features development, maintenance of network, tools and services of the company

Computer Skills

Unity 4/5/2021, Unreal Engine 4, CryEngine, Amazon Lumberyard, Anvil, Dunia, Snowdrop	Expert
MsOffice Suite	Expert
C#/C++/Python	Advanced
JIRA, Confluence, Perforce, Git	Advanced
Adobe Suite (Photoshop/Illustrator/Premiere/InDesign)	Advanced
3dsMax/Blender/Maya/MotionBuilder	Advanced
FMOD/Audition/Reaper	Advanced
Languages	

English Fluent	Oral/Written (TOEIC 990 C2)
French Native	

Education

September 2016 – July 2018

ICAN, Institut de Création et Animation Numériques, Paris, France – Game Design Master's Degree

September 2013 – September 2016

ICAN, Institut de Création et Animation Numériques, Paris, France – Game Design Bachelor's Degree

Hobbies

Urban exploration	Looking for new places, sceneries, panoramas, photos
Aviation	Flight simming, PPL student
Music	Composing, interpreting mainly on the bass guitar
Video Games	Online Competitive, Online Cooperative, RPGs, Narrative Ips, RTSs