

Yoann Pignolé

Game Designer & Developer////30 years old////Driver's license

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For more fun at work, visit my interactive resume : www.yoannpignole.fr/cv/

I KNOW...

Rational game design | Controls feelings | Paper prototyping | Level circulation | Level narration | Challenges design
Console gaming | Motion gaming (Wii, Kinect) | Touchscreen gaming (Wii U, iPad) | Graphic design
UI Art | UI design | Programming

I WORK ON...

Ubisoft Paris : oct 2008 - now

Programmer

Unannounced project : jan 2014 - now

Gameplay/UI additional programming (Lua)

UI / UX Designer

Unannounced project : jan 2014 - now

HUD/menus : conception, ergonomics, flow, mockups

Game & Level Designer

Rabbids Big Bang (Mobile) : oct 2013 - dec 2014

Global game design, level design curve and UI design enhancement.

Localization follow-up.

Game logo graphic creation.

Rabbidsland (Wii U) : jan 2012 - sept 2013

Boardgame (main game mode) design, docs, UI mockups, tweaks, IA behaviours, production follow-up.

Ghost Recon Future Soldier (Xbox 360 / PS3) : oct 2011 - dec 2011

Co-op multiplayer maps level design : maps topography, enemy waves tweaks, stealth situations, engine integration.

Raving Rabbids Alive & Kicking (Kinect Xbox 360) : nov 2010 - sept 2011

Early conception brainstorming.

Game modes and micro-games design, docs, UI mockups, tweaks and production follow-up.

Some mini-games mechanics and design docs.

Global scoring balance.

Raving Rabbids Travel in Time (Wii) : jan 2010 - oct 2010

2D platformer style level design, other mini-games pattern and level design, IA behaviours, engine integration.

Red Steel 2 (Wii) : oct 2008 - dec 2009

Campaign map level design : topography, challenges, enemy waves, scripted scenes, engine integration.

Independent unreleased projects : 2012 - now

Platformer rogue-like (PC/Mac) : Main programming, Game design, Graphic assets production.

2 players versus game (iPad) : Main programming, Game design.

Free-2-play additive game (Mobile) : All alone.

AND ALSO...

Freelance Graphic designer : oct 2006 - dec 2010

Visual identity, flyers, full web design (graphics and code).

Regliss.com agency (Paris) Graphic Designer : oct 2006 - may 2008

Visual identity and graphic chart, press advertising, web graphic design, edition, booklets and flyers.

Singapour agency (Paris) Intern graphic designer : jun 2005 - aug 2005

I LEARNED...

Graphic Design diploma : 2003 - 2006

Jury's congratulations - Ecole Professionnelle Supérieure d'Arts graphiques et d'Architecture de la ville de Paris (EPSAA)

Art training year : 2002 - 2003

Ateliers de Sèvres (Paris)

Scientific "Baccalauréat" (High School diploma) : 2002

Specialty in Physics-Chemistry at Lycée Evariste De Parny (Saint Paul - Reunion Island)

I USE...

3D Game engines logic (Unity and proprietary Ubisoft game engines)

Graphic design softwares (Photoshop, Illustrator, In-Design, Flash)

3D Level design modelisation (Google Sketchup, 3DSmax)

Programming (OOP logic, advanced C#, basic Action script & Javascript)

I SPEAK...

French native

English intermediate

Reunion Island creole bilingual (true!)

I LIKE...

Music composition

Board and roleplaying games

Writing

Surfing & bodyboarding