

# Colette Paugame

## TECHNICAL LEVEL DESIGNER

### CONTACT

Montpellier, France  
willing to relocate

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[colettepgm.com](https://colettepgm.com)

### SKILLS

#### Languages

French (C2: native)  
English (C1: work proficiency)  
Spanish (B1: beginner)

#### Game Engines



Unity



Unreal



Construct 3

#### Versioning



Perforce



Sourcetree



GitHub

#### Graphic softwares



3ds Max



Photoshop



Premiere



Suite Adobe: InDesign, After Effect, Illustrator

Hi, I'm a Technical Level Designer with an artistic background, always eager to **discover** new technologies, **learn** from others, and **share** my knowledge. I'm an **enthusiastic** and **communicative** person, not afraid to « get my hands dirty » to better understand how the engine and the features work, helping me to **find the best solutions for the game & the users**.

I'm glad to be part of this adventure and can't wait to discover new challenges, whether technical or design — you can be sure that I will tackle them cheerfully!

### EXPERIENCE

#### 2021-. Associate Technical Director in Level Design - Ubisoft Montpellier

*On the upcoming Ubisoft AAA seamless action-adventure game Beyond Good and Evil 2, and its homemade developed engine, Voyager Engine.*

- **Link between designers and other disciplines:** I gather designers' needs to define & rationalize the specs before talking with programmers to find the best solution to answer them.
- **Overall expertise of Voyager Engine tools & pipes:** privileged interlocutor on World & Systems subjects, people come to talk with me for support and advice
- **Creation of templates and visual tools for the design team**, based on modularity & reusable blocks of logic
- **Design & implementation of the data architecture of complex features**, prototyping of new features or systems
- Advocate for production efficiency, game scalability during production & live phases, engine & design constraints, and good practices: I **mentor & train** content creators, **provide clear documentation**, organize workshops, and **review** their submits
- **Debug complex features and pipes:** I frequently help identify the source for programmers and content creators and I am one of the main contacts for troubleshooting and stability during milestones closing

#### 2020-21 Technical Level Designer, Beyond Good and Evil 2 - Ubisoft Montpellier

- Test tools and processes before deployment, document it, and make sure it works during production
- Anticipate and optimize technical answers to engine and tools constraints to support the design
- Contribute and review the integration of level design in the engine
- Help to train new level designers on the engine

#### 2018-20 Level Designer, Beyond Good and Evil 2 - Ubisoft Montpellier

- Define level design features and high-level concepts
- Blockout levels in 3ds Max and in the engine, work jointly with Level Artists
- Owner of main features (communication, documentation, follow-up)

#### 2016 1 week internship at «le Mouton Noir» - studio / art gallery in Poitiers, France

- Creation of the visual communication for the next exhibition (flyers, mailing)
- Installation of an exhibit with the artist, visitor reception and guide

## CONFERENCES

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- 2023      **Scaling from Open World to Open Universe - Ubisoft Developers Conference with Yousri Salas, Expert Engine Programmer**  
Introduction of some unique concepts which are the foundation of our homemade engine Voyager, highlighting how we structure and create our data to allow our team to develop original and seamless gameplay experiences.
- 2022      **Systemic Level Design on Beyond Good and Evil 2 - Ubisoft Developers Conference with Benjamin Dumaz, Design Director**  
Introduction of BGE2 level design methodology & tools, based on a modular, systemic and procedural approach.

## EDUCATION

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- 2016-18      **Master JMIN (Game and Interactive Media), Game Design distinction - Cnam-Enjmin in Angoulême, France**
  - I have learned to create clear, precise and accessible Design documentation
  - To communicate and work with all fields in a video game development, thanks to two major game projects with complete teams
  - I have led english public talks to defend our game projects
- 2013-16      **DNAP (National Diploma in Art), Motion Pictures distinction - European School of Visual Arts (EESI) in Poitiers, France**
  - I have developped the habit of nourishing my culture by myself, visiting exhibitions or going to theatres and independent cinemas
  - I have learned to look at video games with a brand new point of view, discovering art games and to develop my own video games in autonomy
- 2012-13      **First year in Art at the University of Rennes 2, France**
- 2012      **Scientific High School Diploma (engineering sciences distinction), France**

## MISCELLEANOUS

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- **Video Games:** story-driven (*Firewatch*, *What Remains of Edith Finch*), action - adventure (*Transistor*, *Pyre*, *Epistory*), puzzle (*The Witness*, *Fez*), j-rpg (*Final Fantasy license*, *Nier: Automata*, *Persona 5*)...
- **Contemporary Art:** Frequently visiting exhibitions, art gallery, and independant cinemas.
- **Dance:** I'm practicing Modern Jazz and contemporary dance for 23 years as a leasure.
- **Volunteer SPA:** The SPA is the french PETA. I have been a cat foster family for 2 years.