Colette Paugame
TECHNICAL DESIGNER

CONTACT

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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 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

2024-.   **Associate Technical Director in Design - Ubisoft Montreal**
*On the canceled remake of **Prince of Persia: The Sands of Time** and its Ubisoft homemade game engine, Anvil Engine.*
During this production, I specialized in the **Player's AI Companion**, Farah (navigation, scripting, behavior and combat) and the **Player's Progression** (save, health / ressources, inventory, visual / outfit progression).

- **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 Anvil Engine tools & pipes**: privileged interlocutor on AI & Progression subjects, people come to talk with me for support and advice
- **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

2021-24   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.
- **Systemic World & Level Design**
- **Procedural tools** to help the production: how to build a living & interesting seamless open universe with fewer data thanks to modular and labeled elements combined with simple procedural rules
- **Data-driven pipes:** visual scripting, data grids & templates

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)

Conferences

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

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 developed 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

- · Video Games: story-driven (*Outer Wilds, Firewatch, What Remains of Edith Finch*), action - adventure
  (*Transistor, Pyre, Epistory*), puzzle (*The Witness, Fez*), j-rpg (*Final Fantasy license, Nier: Automata, Persona 5*)...
- · Culture & Art: Frequently booking living art spectacles (live concerts, theatre, dance, circus...), visiting
  exhibitions and art galleries
- · Dance: I'm practicing dance for 25 years as a leisure (*Modern Jazz, Contemporary, Street Jazz, Pole Dance...*)
- · Hiking: I'm a nature-lover and can't say no to an outside adventure, *especially if it involves mountains*
- · Volunteer SPA: The SPA is the French PETA. I have been a cat foster family for 2 years, *and I have now
  adopted my own little cat*