@ yoann.riot@gmail.com   📞 +33 6 84 51 68 19

YOANN RIOT
Quest - Level Designer

Experienced Quest and Level Designer with Over Six Years in the Industry

I have collaborated with teams ranging from 5 to 1000+ members across indie, AA, and AAA projects, both 2D and 3D. As a manager, I have successfully led and mentored up to three junior designers.

I always try to keep a versatile profile in technical areas, quest/level/game design, production and art to make the best collaboration with other teams.

EXPERIENCE

Quest Designer at UBISOFT BORDEAUX
From March 2022 to now

Working on ASSASSIN CREED'S BRAND
- Led the development of the final arc of content
- Managed the creation of a free content quest

Worked on ASSASSIN CREED'S MIRAGE
- In charge of the first quest of the game
- Scripted quests using a visual scripting tool
- Collaborated with all others teams involved in the quest

Level designer at MAGIC DESIGN STUDIO
1yr 8m (Aug 2020 - Mar 2022)

Worked on HAVE A NICE DEATH
- Directed the level design department
- Managed a team of three level designers
- Implemented all level design processes and workflows
- Produced rooms, levels, and procedural generations
- Facilitated collaboration between the level design team and other departments

Junior Level - Quest designer at UBISOFT BORDEAUX
1yr 6m (Jun 2018 - Dec 2019)

Worked on GHOST RECON BREAKPOINT
- Led the development of two main quests post-launch
- Scripted sequences for both main and secondary quests
- Produced numerous procedural events for the game world and systems
- Collaborated closely with the narrative and realization teams

Level designer intern at TEAM8 STUDIO
7 Month (Feb - Aug 2017)

Worked on GENETIC DISASTER
- Created and integrated hundreds of procedural rooms
- Set triggers, enemy spawners, and gameplay elements
- Managed and adjusted the flow of gameplay

EDUCATION

Bachelor game design BELLECOUR SCHOOL
3 Year (Sep 2015 - Jun 2018)

Three years of study in game design and level design. I made several projects on Unity and Unreal Engine, with lot of scripting in C# and Blueprint.

Applied arts classes BELLECOUR SCHOOL
1 Year (Sep 2014 - Aug 2015)

Preparatory year in applied arts. Drawing and computer graphics class . Class in graphic design, product design, fashion, space and volume Design.