Robin Vilain
game designer

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Statement

As a designer with 10 years of experience in a variety of environments, I'm looking for a senior/lead position where I'll have the chance to collaborate on innovative designs and be a mentor. I'm hoping to work within teams built on empathy and on games that inspire players.

Experience

Lead game designer — Reflector *(2019–21, Montréal)*

Designer — Reflector *(2018–19, Montréal)*

Developed **immersive narrative games**, challenges & events for the **Unknown 9** IP.

Lead designer — Question Games *(2018, Montréal)*

Created escape games with mechanics focusing on **theme & immersion**.

Lead designer/producer — Leda *(2016–17, Melbourne)*

Lecturer — JMC Academy *(2016–17, Melbourne)*

Taught **game design, Unity, C# code** as well as management & **empathy**.

Creative — All Day Breakfast *(2016–17, Melbourne)*

Created **interactive installations** and experimental games with this collective.

Game designer — Freelance *(2014–15, Paris)*

Worked and consulted on **indie games**, boardgames, websites, live games…

Game/level designer — Pollop *(2014–15, Paris)*

Created and implemented mechanics and 125+ levels of a **mobile puzzle game**.

Game/mission designer — Ubisoft *(2013–14, Lyon)*

Line designer — Ubisoft *(2012, Paris)*

Established guidelines & references for AAA titles: **R6: Siege**, **Far Cry 3**, **SC: Blacklist**.

Masters, design & mgmt — Rubika *(2012, Lille)*

Developed an **AR digital boardgame** using fluid dynamics for my graduation project.

Highlights

On **Unknown 9**, a AAA transmedia IP, **I led a team of designers** to create experiences that furthered the player fantasy across products. This involved:

› developing the IP lore & identity,
› co-designing game systems and character abilities,
› working with narrative & level design teams to integrate key moments that amplified the fantasy,
› coordinating with other product stakeholders to align their vision and create experiences echoing the game.

I was brought into this dynamic start-up to conceptualize and **develop a series of mobile games** as part of a platform aiming to incite healthier management practices and empathetic leadership. While handling the development of the games in Unity, **I also took on the role of producer** and creative lead for the whole company, managing the workflow and mentoring a multidisciplinary team of 6 to 12 people.

On this **open-world AAA game**, as a mission designer, I implemented unique challenges in the **proprietary engine** highlighting the game's distinctive features: dynamic events, free-roam driving, on-the-fly vehicle swapping.

I also worked on the **player progression**, abilities and tutorials; for this, I designed systems to ensure that all unlocks happened at a regular pace, regardless of the game's non-linear nature.

Skills

Game engines: **Unreal**, **Unity** (including **C# code**), etc.
Design software: Microsoft & Adobe suites, Miro.
Production software: Jira, ClickUp, Asana, etc.
Web tech: HTML, CSS, JS, React/Vue, Node.
Languages: English, French, Spanish.