

Robin Vilain game designer

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Current work visas in
Europe & Canada.

Experience



2017 – *Leda*: **designed and developed games** for a web and mobile platform that aims to **incite individual and societal change** by teaching resilient behaviours, healthier leadership methods and empathy.



2016 – *JMC Academy*: moved to Melbourne where I **taught game design** and C#, and **mentored students as they worked on their final project**: pre-production, planning, management, development, polish, communication.



2015 – *Freelancing*: **designed/consulted** on a range of projects: indie videogames, board games, escape games, murder parties... Worked as a **web designer and developer**, and later at Mind Games, a board game store.



2014 – *Pollop Studio*: **designed the mechanics, skill trees and 125+ levels** of Innovation: Age of Crafting, a puzzle game for mobile devices made by **3 people**.



2013 – *Ivory Tower*: **created dozens of unique missions** for The Crew in the game's custom engine; **conceived & implemented tutorials**, be they dynamic text prompts or the in-game interactive manual, to explain systems efficiently.



2012 – *Ubisoft*: **oversaw the development of R6: Siege**, providing guidelines, feedback and video references. Also helped on **Far Cry 3** and **SC: Blacklist**.



2012 – *Supinfogame*: **designed & programmed** FluX, an **Augmented-Reality** digital board game featuring **fluid dynamics**, made for **touch tables** in Unity.

And things that didn't make the cut: serious games, playful software and objects, live events for 200+ players, game jam projects...

Skills



Unity3D



3DS Max



MS Office



Unreal



SketchUp



Adobe CC (Ps, Ai, An, Id...)



code & script



Modern web standards (HTML5, CSS, JS, Node)

I speak **English, French and Spanish** fluently.

Graduating with a **Masters in game design** and participating in projects of varying scales taught me to work within large teams or independently, with time constraints ranging from days to years. I **always envision design as a whole**, both to identify issues early in the development and to ensure cohesiveness in the finished game.

Vision

I believe games are powerful. They can move, inspire and change people. To me, design works to create a meaningful experience, by composing the game around what the player should feel, and considering its place within society. No creation is static, unengaged – I want mine to have a positive impact.