



## PROFIL

8 years experience in level Design and technical level design in Unreal engine.  
Main studios: Runes Studio ,Cloud Chambers (Bioshock4),Eidos Montréal and Compulsion games (Xbox game studio).



## CONTACTS

- 06.84.06.27.43
- Benjamin.faucher@Myicn.fr
- Benjaminfaucher.com
- Linkedin.com/in/Benjamin-Faucher-LD

## SKILLS

### Softwares

Unreal Engine 5

Blender

Photoshop

### Level Design

Blocking - layout

Scripting UE5

Tech Level design



# BENJAMIN FAUCHER

## Level Designer

## EXPERIENCES

- Lead level Designer**  
Runes Studio – Unannounced Title May 2023 – Jun 2025  
Level design direction, technical level design and team management.
  - Level design pipelines, guidelines, blocking and integration.
  - Engine setup, scripting tools for all departments and features prototyping.
- Scripting teacher**  
Rubika Montreal Oct 2022 – Apr 2023  
Basic and more advanced blueprint methods for tech art students.
  - Dispatcher / interfaces / soft references / timelines / timers.
  - Use and creation of functions/macros + libraries.
  - Widget / actor blutilities used to create tools used for tech art in the industry.
- Level Designer**  
Cloud Chamber – Bioshock 4 Nov 2021 – Apr 2023  
Layout for 2 major levels of the game on the Main path.
  - Map Blocking with metric kit and events scripting.
  - Tech level design support tools support.
- Level Designer**  
Eidos Montreal – Unannounced Title Sept 2020 – Oct 2021  
Prototyping & scripting for game preproduction.
  - Help to create a combat system with Unreal Gameplay Ability system.
  - Tech level design support tools support & tutorials for team ramp up on unreal.
- Junior Level Designer**  
Compulsion Games – We Happy Few Jun 2017 – Sept 2020  
Working on we happy few and South of the Midnight preproduction.
  - Level design support and bugfixing.
  - Level blocking & quests scripting.
  - Major implication on 2 DLCs (Level design & scripting on multiple sections).
- Business & System Analyst**  
Accenture Apr 2014 – Sept 2016  
HRIS consultant for Key-account consultant.
  - Danone:** Design and implementation of an international mobility software.
  - Alcatel Lucent:** Success factor QA, Application access and security.
  - Total:** HR4You QA testing and design support.
- Project Director Assitant**  
Edf – Internship Jun 2013 – Sept 2013  
HR support to identify key competencies in power plants.
  - Company Skills analysis with a self developped method.
- Consulting Assistant**  
Efficient Innovation – Internship Jun 2011 – Aug 2011  
Communication and Consulting support.

## EDUCATION

- Supinfogame**  
Game Design & Management 2016–2017  
First in class – Game & Level design.
- ISAM-IAE Nancy**  
Master 2 HR Consulting 2012–2013  
Change management & Human ressources consulting.
- ICN Business School Nancy**  
Master 2 business School 2010–2013  
Global management & Human ressources.
- Lycée Paul Cézanne**  
Business school preparation 2008–2010  
Preparation for business school competitive examinations.
- Lycée Paul Cézanne**  
Baccalauréat Scientifiaue européen 2008  
Option Européen Allemand.