



# BENJAMIN FAUCHER

## Level Designer

9 years experience in level Design and technical level design in Unreal engine.

Main studios: Runes Studio ,Cloud Chambers (Bioshock4),Eidos Montréal and Compulsion games.

## CONTACTS



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## SKILLS

### Softwares

Unreal Engine 5

Blender

### Level Design

Blocking - layout

Scripting UE5

Tech Level design UE5



## EXPERIENCES

### Project creator

#### Clepsydre

Jun 2025 - Jun 2026

- Complete project prototype for publishers
- documentation & pitchdeck for publishers.

### 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 and features prototyping.

### Scripting teacher

#### Rubika Montreal

Oct 2022 - Apr 2023

- Basic and advanced blueprint methods for techart 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.

### 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.
- Combat system using Unreal Gameplay Ability system.
- Level design 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).

### Business & System Analyst

#### Accenture

Apr 2014 - Sept 2016

- HRIS consultant for Key-account customer.
- Danone: Implementation for 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 developed 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 Scientifiuae européen

2008

- Option Européen Allemand.