



Thomas PRETAT

LEVEL DESIGNER

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JOB EXPERIENCES

TECHNICAL LEVEL DESIGNER

July 2024 - Present

UBISOFT ANNECY - UNANNOUNCED PROJECT

Working as a Technical Level Designer for an upcoming project.



LEVEL DESIGNER

Apr 2022 - July 2024
(2 Year 4 Months)

UBISOFT ANNECY - STAR WARS : OUTLAWS

Collaboration with narrative and quest designer, managed the tutorialisation onboarding, script stealth encounter and behavior, iterated on the layout based on user feedbacks.



LEVEL DESIGNER

Feb 2020 - Apr 2022
(2 Year 2 Months)

UBISOFT ANNECY - XDEFIANT

Worked as an LD on XDefiant, a fast paced multiplayer FPS game. Owner and co-owner on four maps : Worked on the flow and adjust based on playtest iterations, setup of cover placement and line of sight while building the layout.



JUNIOR LEVEL DESIGNER

Mar 2019 - Feb 2020
(1 Year)

UBISOFT ANNECY - TOM CLANCY'S THE DIVISION 2

Worked as a Junior Level Designer on the expansion of Division 2 : Warlords of New York : In charge of the Layout while scripting NPCs and designing encounters. Managed the pacing and had opportunity of prototyping Level Design Ingredients.



INTERN LEVEL DESIGNER

June 2018 - Sep 2018
(4 Months)

RING ZERO GAME STUDIO - UNANNOUNCED PROJECT

Work as an intern on an AA unannounced project third person game.
Help on several mobile projects as Game and Level Designer.



EDUCATION

**BACHELOR
GAME DESIGN**
2015-2018

BELLECOUR ECOLE

Three years improving skills in game design, rational game design, management, tech skills, level design and more.



**DUT MULTIMEDIA
& INTERNET**
2014-2015

IUT ANGOULEME

One year improving programming skills, communication, infography and more.



HOBBIES

Climbing
Cooking & sharing it
E-sport (Starcraft II)
Cinema
Guitar



PRO SKILLS

