

Charles Gaudron - Senior Game Designer | charlesgaudron.com

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7 years experience in video games design

PC / PS3 / X360 / Wii / NDS

EXPERIENCE

Darkworks **Lead Game/Level Designer** on *BlackDeath*

Paris, France
february 2008 - present

(survival horror FPS / X360, PS3, PC / TBA)

Lead Game/Level Designer on many *concepts* and *prototypes*

- *20k* (third person stealth/action concept based on «submarine predation» features)
- *The Prodigies* (first person action prototype based on «body control» features / X360)
- *BlackDeath* (Unreal version) (survival horror FPS prototype / X360, PS3)

Senior Game Designer on *I Am Alive*

(1st person survival-action game / X360, PS3 / TBA)

- Designer in the *Scrum* team in charge of core gameplay
- Level Design supervisor on core gameplay issues

Mekensleep **Lead Level Designer & Game Designer** on *Soul Bubbles*

Paris, France
december 2006 - january 2008

(2D Action-Puzzle / Nintendo DS / june 2008)

Ubisoft **Level Designer** on *Red Steel*

Paris, France
february 2006 - october 2006

(FPS / Nintendo Wii (launch title) / november 2006)

Kylotonn **Game Designer & Level Designer** on *Bet on Soldier (B.o.S)*

Paris, France
june 2004 - september 2005

(FPS / PC / september 2005)

Eden Games **Level Designer** (trainee)

Lyon, France
december 2003 - january 2004
july - august 2003

3D Animator (trainee)

GAMES SHIPPED

To be released:

BlackDeath (TBA)

I Am Alive (PS3/X360, Ubisoft, TBA)

Released:

Awatama (NDS, Interchannel, 2009)

Soul Bubbles (NDS, EIDOS, 2008)

Red Steel (Wii, Ubisoft, 2006)

Bet on Soldier (PC, Digital Jesters, 2005)

SKILLS

Gameplay design

game system, game mechanisms, concentric design
character, controls, camera,

AI behaviours

signs, feedback

playability, accessibility

Level design

rational level design

game flow, level flow, 2D concept & layout

tools pipeline

Level building

Unreal 3, Unreal 2.5, PlayAll

Team management

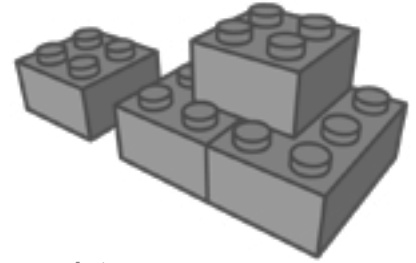
vision sharing, problems solving

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Depicting concepts & gameplay loops
with **smart diagrams**

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Keeping in mind the **player perspective**



DESIGN TOOLS

level design 2D & 3D

PlayAll (currently used at Darkworks)
Unreal 3 (used on *I Am Alive*)
Soap Maker (used on *Soul Bubbles*)
Unreal 2.5 (used on *Red Steel*)
Kylotonn Toolkit (used on *B.o.S*)
3DS Max 5/6 (used on *B.o.S*)
Twilight 2 (used at *Eden Games*)

script

PlayAll script (currently used at Darkworks)
Kismet (used on *I Am Alive*)
Pattern Editor (used on *Red Steel*)
LUA (used on *B.o.S*)
XML (used on *B.o.S*)

game system design

Illustrator
Photoshop

communication & production tools

Office - Visio - Project - Visual
Sourcesafe - Perforce - SVN

EDUCATION

2001 - 2004 **Master 2, Multimedia Project Management**
ICOM, Lumière University, Lyon, France

1999 - 2000 **Master 1, History**
Jean Moulin University, Lyon, France
Dissertation title: *Le Rôle de la guitare dans la musique populaire occidentale au XX^{ème} siècle. (magna cum laude)*

1998 - 1999 **Licence, History**
Jean Moulin University, Lyon, France

1996 - 1998 **Khâgne, Lettres Supérieures**
Sainte Marie High School, Lyon, France

1993 - 1996 **Baccalaureate, Literature**
Edgar Quinet High School, Bourg en Bresse, France

LANGUAGES

French
native tongue

English
professional working proficiency

HONORS & AWARDS

Soul Bubbles

Nominated for "Best Debut" at GDC Awards 2009 (USA)
Nominated for "Best Handheld Game" at BAFTA 2009 (UK)
Won "Best Handheld Game" and "Grand Prize" at FJV 2008 Milthons Awards (France)

INTERESTS

Detective stories (Lehane, Ellroy)
Comics (Moore, Bendis, Miller)
Movies & TV show (The Wire, Mad Men)
Electric & acoustic guitar (funk, rock, blues)

Video games
(Action, Adventure, FPS, Strategy, Puzzle)
Board games
(Party, Strategy)