GABRIEL FLEURY
GAME DESIGNER

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gabfleury.com

Core Competencies

- Communication and documentation
- Prototyping and quick iteration
- Soft spot for narrative design
- Learn and adapt quickly

- Strong technical skills in related fields
- Analyzing and reverse engineering other games
- Experience in multiple game engines
- Always open to criticism and other perspectives

Software Frequently Used

- Unreal Engine 4 + Blueprint
- Unity Engine
- Source Engine
- Perforce & Turtoise SVN
- JIRA + Confluence + Miro

- Microsoft Office
- Adobe Photoshop + Illustrator
- Adobe After Effects + Premiere
- Twine
- 3ds Max

Work Experience

2019 – Current
Ubisoft Montreal – Rainbow 6 Mobile
Game Designer
- Bringing operators to life, adapting their gadgets for mobile or reinventing them.
- Design, document, pitch and balance 3C gameplay systems and feedbacks.
- Collaborate, follow up and validate others' tasks within the gameplay team and co-dev studios.
- Mockup and prototype UI elements and flows for gameplay and social systems.
- Assess player response, prioritize bugs and features for live deliverables.

2016 – 2017
Immersive Design Studios
Technical Artist, Blueprint programmer
- Develop tools for artists using Unreal Blueprint (visual scripting).
- Design interactivity features for VR & PC using networking/LAN functionalities.
- Collaborate with engine programmers, architects and artists. Dispatch tasks to the team and follow up.
- Profiling, validating meshes, optimization, debugging in Unreal.

2013 – 2016
Valve – Freelance
Model contributions on Team Fortress 2
- Challenged to make something that stands out and is well received by the community.
- Working with concept artists over long-distance communication.

Participations & Contests

Ubisoft Game Lab Contest (2019)
- Best Technical Challenge and Innovation
- [Nominated] Best Prototype
- [Nominated] Best User Experience
- [Nominated] Best Art Direction and Production

NAD/Poly Games Creative Jam #15 (2020)

- Best Art Direction

Montreal Global Game Jam (2019)

- Special mention for integration of the theme

NAD/Poly Games Creative Jam #13 (2019)

TF2Maps.net Major Contest #14 (2018)

NAD/Poly Games Creative Jam (2018)

Montreal Global Game Jam (2017)

NAD/Poly Games Creative Jam (2015)
- Special mention for originality

Concours Québécois en Entrepreneuriat (2010)
- Regional Prize

Education

2018 – 2019
NAD / UQAC
- Specialized Graduate Diploma in Narrative game design (DESS)

2013 – 2016
NAD / UQAC
- Bachelor's degree in 3D animation and digital design (BACC)

2010 – 2013
Cégep Édouard-Montpetit
- College diploma in Multimedia Integration Techniques (DEC)

2005 – 2010
École d'Éducation Internationale de McMasterville
- High school diploma
- IB program diploma

Complimentary Knowledge & Interests

- Strong written and spoken French & English
- In depth knowledge of Unreal 4 Blueprint
- Video editing & Motion design
- Appreciation of architecture, 2D animation, sound design