

Robin Vilain

game designer

robin@robin-v.net

+61 (0) 402 900 879
11 chem. des Baudets
04860 Pierrevert, FR

Skype: **robin.vi**
Twitter: **@Accent**

Experience



2015 – *Freelancing*: acted as a **designer/consultant** on a wide variety of projects: small-scale videogames, board games, escape games, murder parties... also **created several websites**, following the latest trends and practices.



2014 – *Pollop Studio*: **designed the mechanics, skill trees and 125+ levels** of Innovation: Age of Crafting, a game for mobile platforms made by **3 people**, in which you slide and merge tiles to create new technologies.



2013 – *Ivory Tower*: **created dozens of unique missions** for The Crew in the game's custom engine; **conceived & implemented tutorials**, be they dynamic text prompts or the in-game interactive manual, to explain systems efficiently.



2012 – *Ubisoft Edito*: **oversaw the development of R6: Siege** and provided the team with guidelines, advice and video references, to ensure it was as good as possible. Also helped on **Far Cry 3** and the multiplayer modes of **SC: Blacklist**.



2012 – *Supinfogame*: **designed & programmed Flux**, my graduation project, a digital board game developed with Unity3D for Microsoft's **PixelSense touch table**, using **fluid dynamics** and with **Augmented Reality features**.

I've also worked on a range of other projects over the course of my career: serious games and playful learning tools, live team-building events for 200+ people, as well as many, many game jams...

Skills

Proficient with:



MS Office



Adobe CS (PS, Illus, Flash, InD)



Modern web standards (HTML5, CSS, JS)



Unity3D



Sketchup

Familiar with:



3DS Max



Unreal

C# code & script

I speak **English, French and Spanish** fluently.

Graduating with a **Masters in game design** and participating in projects of varying scales taught me to work within large teams or independently, with time constraints ranging from days to years. **I always envision design as a whole**, both to identify issues early in the development and to ensure cohesiveness in the finished game.

Who am I?

I really love game design. When the ideas behind a game become apparent through play, and convey something: that's the kind of experience I want to create. I want to work with people who share this goal, this ideal: making players stop and think, 'this is different from what I've grown used to'.