



Pascal Galibourg

Game & Level Designer

Looking for a full time 6 months design internship from early 2019.

Information

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Design experiences

2018 - Made a Witcher 2 Mod.
2018 - Designer on KoR and Blink, both showcased at **Paris Games Week**.
2018 - Was Game and Level Designer on **7 Game Jams**.
2018 - Designed a mobile escape game.
2017 - Designed **2 tabletop games**.

Softwares

Experienced in :

Unity (C# programming), Level editors
Photoshop, Lightroom
Final Cut Pro, Premiere Pro

Notions of :

Unreal, Mantis, After Effect
Audacity, Studio One

Skills and Hobbies

FRENCH - Native
ENGLISH - Fluent (TOEIC : 980 / 990)
Cinema, Musical composition, Street Art,
Climbing, Urban exploration,
Mastering tabletop RPGs, Hard sci-fi

Work experiences

2018 | **Lead Game Designer** (student project)
Persistant Studios - Popcorn FX | Supervisor: Olivier Pinard
Designing and prototyping one of the company's next game.
Managing a game design team made of students.

2017 | **Narrative designer** (on spare time)
Mobile Game Concept | Quantic Dream
Designed a Mobile game concept after an internal call for proposals, followed weekly by the Lead Game Designer.
Wrote more than fifty pages of interactive dialogues, and was the only one to get a final interview with David Cage.

2016 / 2017 (8 months) | **Camera Operator / Editor**
Detroit Become Human | **Quantic Dream** (Contract)
Shot mocap and performance capture sessions. Edited Story-Boards & video Moodboards, directed making-ofs & trailers for investors.

2016 (3 mois) | **First Assistant Director** (Internship)
La Traversée | ESEC Production

2015 (2 mois) | **Production assistant** (Internship)
Social Business | Night Lights Production

Education

2018 : Bachelor in Video Games (Third year)
IIM - Paris | Speciality in Game Design
Game Design, QA testing, project management...

2013 - 2016 : Bachelor's Degree in Film (with Honours)
ESEC Film School - Paris
Screenwriting, directing, staging, lighting, editing...

Personal projects

2017 - 2018 - AI design of a multi agent model simulating the evolution of human societies.
2016 - Directed a full lenght found footage documentary portraying a singular odd man.
2011 - Created a freerunning sports association.

GEOFFREY GRANDSEIGNE

Geoffrey.grandseigne@gmail.com

RECOMMENDATION OF PASCAL GALIBOURG

To Whom it May Concern,

It is my pleasure to recommend Pascal Galibourg.

I have had the chance to manage Pascal's work when I was the first assistant director and PCAP production manager at Quantic Dream.

Over several month of intense Mocap shooting both in body and performance capture, he really proved himself to be helpful to the team both as a camera operator in charge of video reference for motion capture data and as a creative, editing mood films to help the directing team with each scene.

One day after another, throughout the project Pascal showed great perseverance and good will, he always asked accurate questions to be the most efficient in his capacity.

He demonstrated as well self management skills in taking great initiatives. I remember some of his ideas and game design projects got the attention of our CEO and Game director David Cage.

Overall Pascal has excellent teamwork skills and would be a great addition to any Studio.

If I can be of any further assistance, or provide you with any further information, please do not hesitate to contact me.

Yours sincerely,

Geoffrey Grandseigne