



# Pascal Galibourg

**Game & Narrative Designer**

**Looking for a position starting from October 2019.**

**Willing to relocate.**

## Information

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## Key Skills

FRENCH - Native  
ENGLISH - Fluent  
(TOEIC : 980 / 990)  
Game & Level Design  
Storytelling, Directing  
Filming, Editing

## Softwares

**Experienced in :**  
Unity (C# programming),  
Level editors, Mantis, Jira  
Photoshop, Lightroom  
Final Cut Pro, Premiere Pro  
**Notions of :**  
Unreal, After Effect  
Audacity, Studio One

## Hobbies

Agent Based Models  
Musical composition  
Mastering RPGs, Hard sci-fi  
Street Art, Urbex, Climbing

## Work experiences

2019 (6 months) | **Game & Level Designer** (Internship)

TT Isle of Man 2 | Kylotonn

- Designed and integrated all Open World Games Modes.
- Worked on Career Mode & AIs behavior.

2018 | **Lead Game Designer** (Student partnership)

Persistent Studios - Popcorn FX | Supervisor: Olivier Pinard

- Designed and prototyped one of the company's next game.
- Managed a game design team made of students.

2016/17 (8 months) | **Camera Operator / Editor**

Detroit Become Human | **Quantic Dream** (Contract)

- Shot mocap and performance capture sessions.
- Edited Story-Boards, video Moodboards and making-ofs.

2016 (3 mois) | **First Assistant Director** (Internship)

La Traversée | ESEC Production

2015 (2 mois) | **Production assistant** (Internship)

Social Business | Night Lights Production

## Education

2018-2019 : Bachelor's Degree in Video Games

IIM - Paris | Speciality in Game Design

Game & Level Design, Project management, QA testing...

2013 - 2016 : Bachelor's Degree in Film (with Honours)

ESEC Film School - Paris

Screenwriting, directing, staging, lighting, editing...

## Personal projects

2017 - 2019 - Designed and programmed of a multi agent model simulating the evolution of societies.

2017 - Designed a mobile game concept for an internal call for projects that got David Cage's attention.

2016 - Directed a full length found footage documentary portraying a singular odd performer.