

Marc Bidoul

Level Designer at Ubisoft

bidoul.marc@gmail.com

Summary

Since the early days of Half Life (1998) I love creating levels or assets for different games and share them to the community. Being involved in the creation of a level or a game has always been what I wanted to do. I'm currently not looking for work but if you have any questions mail at bidoul.marc[at]gmail.com

Specialties

- Level Design
 - Level Building
 - Environment creation
 - Artistic view
 - Creative
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Experience

Level Designer at Ubisoft

November 2008 - Present (3 years 6 months)

March 2012 – Actual Position

Working on an unannounced project as Level Designer.

November 2008 – March 2012

Level Designer on Ghost Recon: Future Soldier.

Designed and Built Campaign levels for Ghost Recon Future Soldier.

Replacement team leader, lead level designer, texture artist, 3D modeler at I hate mountains

August 2008 - October 2011 (3 years 3 months)

Production of a complete DLC (downloadable content or add-on) for a triple-A American video game, consisting of a new story that takes place on five new 3D universes. Trailer watched over 130,000 times and content downloaded over 200,000 times during the first three months. Praised by all of the original video-game fans, the industry and the press.

I Hate Mountains is also playable on Valve's servers as an official featured campaign of Left 4 Dead 2.

Role : Replacement team leader, lead level designer, texture artist, 3D modeler.

I recommendation available upon request

Artist 3D at Bullet Crops Project

July 2010 - October 2010 (4 months)

The Bullet Crops Project is the lovechild of a team of French developers, who decided to join together to

offer their contribution to the great game that is Team Fortress 2.

The project allows the level designers to use all the assets in their own custom map.

Role : Artist 3D.

Leader, level designer (dod_almere), texture artist, 3D modeler, webmaster at Baguet Map Pack

April 2008 - July 2009 (1 year 4 months)

The Baguet Map Pack is a brand new, quality custom map pack, designed to combine fun gameplay and immersive graphics. It comprises dod_almere, dod_causeways, dod_colonia, and dod_wildenthal.

Role : Leader, level designer (dod_almere), texture artist, 3D modeler, webmaster.

Texture artist, 3D modeler and tester at Portal : Prelude

January 2008 - October 2008 (10 months)

Production of a free complete 3D video game, translated into 11 languages and lasting for about eight hours. The game was played, discussed, distributed and downloaded over a million times for PC and Mac. Awarded third best free game of 2008 by the eminent American website ModDB.com and the German MTV channel. Praised by the whole video-game press.

Role : Texture artist, 3D modeler and tester.

Level Designer at Insurgency (Half Life 2 Mod)

May 2006 - June 2008 (2 years 2 months)

Insurgency is a total modification for Valve's Source Engine. In 2008 Insurgency was released for free on Steam and can be downloaded by anyone who owns any Source Engine games.

Role : Level designer (ins_samawah).

1 recommendation available upon request

Environment Level Designer Junior at Arkane Studios

December 2007 - February 2008 (3 months)

Training periods three months at Arkane Studios.

Taking part in the development of The Crossing, designing level prototypes for different sections of the game

Skills & Expertise

Unreal Editor

(Intermediate, 3 years experience)

3D Studio Max

(Intermediate, 3 years experience)

Maya

(Beginner, 2 years experience)

Photoshop

(Advanced, 5 years experience)

SketchUp

HTML

JIRA
Perforce
Tortoise SVN
Valve Hammer Editor
Unity3D

Languages

French (Native or bilingual proficiency)
English (Professional working proficiency)

Education

Haute École Albert Jacquard
Bachelor, Video Games section, 2004 - 2008

Honors and Awards

Insurgency: Best Source Mod - 2007. SteamFriends.
Insurgency: Mod of the Year - Player's Choice - 2007. ModDB.

Interests

- Computing in general.
 - Creating levels / assets for games.
 - Sports like Mountain Bike or Martial Arts.
 - Playing Guitar.
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2 people have recommended Marc

"I had the occasion to work with Marc on a great number of video-game related projects during the 00's, either as a simple advisor or as a part-time co-worker. As far as I can remember, Marc has always strived to achieve perfection, even when he didn't know how to do things, he was the first to ask how things work in order to do it himself later-on and improve his skills. On our last project together, which was the development of a third-party downloadable content (DLC) for a critically acclaimed american video-game, he was a very valuable co-worker. He always found something to improve and how to improve it and would brainstorm for hours until we reached a consensus on a decision. When I left the project, he took over my position as a lead and delivered the next installment as flawlessly as it could get. So all in all, a very talented and motivated element. I would recommend him for any position in the gaming industry."

— **Nicolas Grevet**, *Game designer, I Hate Mountains*, managed Marc at I hate mountains

"Marc is a very enthusiastic level designer who know's the balance in teamplay design, and how to bring an environment to life through playability. His attention to detail in his maps brings great focus to unique landmarks, color, and scalability among the surroundings. Marc has been a great designer to work with, and i'm sure any company recieving his application would be proud to know they've got a talented level designer coming on board! :)"

— **Matt Fagan**, *Lead Character Artist, Insurgency Modern Infantry Combat*, worked with Marc at Insurgency (Half Life 2 Mod)

[Contact Marc on LinkedIn](#)