

# Maric Chabbert

Senior · Principal  
Level Designer

## CONTACT

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Portfolio:  
www.bleypix.com

## SKILLS

### Professional

Creativity  
World Building  
Narrative/Mission Design  
Architecture  
Strong art sensitivity  
Team Player  
Communication  
Problem solver

### Technical

Unreal Engine  
Visual scripting  
Fast Blockout prototyping  
Jira - Confluence  
Photoshop  
Miro

## SOCIAL

LinkedIn  
linkedin.com/in/chabbertmaric



## DESIGN PHILOSOPHY & STRATEGY

Senior Level Designer with 15 years of industry experience across Indie, AA, and AAA studios.  
Beyond world-building and mission design for legendary franchises, I specialize in proactive problem solving and workflow optimization.  
I bridge the gap between creative vision and technical execution by designing tools and pipelines that empower design teams to iterate faster and more efficiently.

## EXPERIENCE

<b>SENIOR LEVEL DESIGNER</b> Sep 2024 - Now	<b>People Can Fly + The Coalition - Gears of Wars   E-Day</b> Mission Ownership: Full-cycle ownership of multiple main-path missions, defining the core combat experience, arena layouts, and mission pacing. Combat Flow & Pacing: Architected the signature "push-forward" combat rhythm, balancing high-intensity cover-based arenas with atmospheric traversal to maintain tension and player engagement. World Composition: Led the design of hero locations and guiding lines, working in lockstep with Art Direction to define the visual language of the levels. Environmental Storytelling: Created high-fidelity mockups for lighting and narrative storytelling, bridging the gap between design intent and final Level Art.
<b>SENIOR TECHNICAL GAME DESIGNER</b> Mar 2023 - Now	<b>Flying Wild Hog + Crystal Dynamics - NDA</b> RnD phase, LD Pipelines, GD Pipelines, Collaborations of GD/LD with art, feature documentation structure, prototyping, Internal training documentation, production documentation
<b>SENIOR LEVEL DESIGNER</b> Sep 2021 - Mar 2023	Shadow Warrior 3 level design and consistency insurance, rational GD/LD of Ammo/Health/Secrets - Owner of Horde mode LD/GD in Post Launch update
<b>LEVEL/MISSION DESIGNER</b> Apr 2019 - Jun 2020	<b>BigBadWolf - Bordeaux - Vampire The Masquerade SS</b> Vampire The Masquerade Swansong - Owner in Level and Mission Design of Scenes 02, 04 and 07. LD, strong collaboration with writers to manage the branching scenario pillar.
<b>LEVEL &amp; WORLD EVENT DESIGNER</b> Jun 2018 - Apr 2019	<b>Ubisoft - Bordeaux - Ghost Recon Breakpoint</b> Level design on biomes/Regions. World events and missions, 360° Narrative-Combat events scripted with Anvil's Sequencer. - 40 seconds Rule. AI Enemy Patrol design
<b>WORLD/DUNGEON DESIGNER</b> Sep 2016 - Jul 2017	<b>Cubical Drift - Cannes - Stellar Overload</b> Owner of all dungeons in the different planets. Platformer to boss-fights rooms. Enemy design. Owner of mission design for main and side quests.
<b>PREVIOUSLY</b> •>>• 2011	<b>Level Designer • Pipeline Designer • LD Teacher</b> Personal project      Groupe La Poste      IEFM 3D <b>Level Designer • Level Designer • Level Designer</b> Enigami      Ubisoft Mptl      Feerik

## EDUCATION

<b>BACHELOR</b> 2010 - 2011	<b>University Of Montpellier III   Montpellier</b> Game design, Level design, Narrative design, Player's psychology and sociology in video games
<b>ABR</b> 2006 - 2010	<b>Beziens - Bruxelles</b> Network and IT, C#