

Maric Chabbert

Senior Level Designer

CONTACT

 Phone:
+33 648 716 531

 Mail:
maric.chabbert@gmail.com

 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 prioritize 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

SENIOR LEVEL DESIGNER

Sep 2024 - Now

SENIOR TECHNICAL GAME DESIGNER

Mar 2023 - Sept 2024

SENIOR LEVEL DESIGNER

Sep 2021 - Mar 2023

LEVEL/MISSION DESIGNER

Apr 2019 - Jun 2020

LEVEL DESIGNER & POI DESIGNER

Jun 2018 - Apr 2019

WORLD/DUNGEON DESIGNER

Sep 2016 - Jul 2017

PREVIOUSLY

•>•> 2011

People Can Fly + The Coalition - Gears of Wars | E-Day

Full-cycle ownership of multiple main-path missions, defining the core combat experience, arena layouts, and mission pacing.

•Implemented and paced the signature 'push-forward' combat rhythm across multiple missions, balancing high-intensity cover-based arenas with atmospheric traversal to maintain tension and player engagement.

•Designed complex encounter compositions on open-ended layouts, establishing dynamic frontlines that supported a 360-degree approach and multiple tactical vectors.

•Designed and executed a vehicle-based "palate cleanser" mission, successfully managing the complex technical integration of a moving navmesh and functional cover on a mobile platform.

Flying Wild Hog + Crystal Dynamics - NDA

RnD phase, LD Pipelines, GD Pipelines, Collaborations of GD/LD with art, feature documentation structure, prototyping, Internal training documentation, production documentation

Flying Wild Hog - Shadow Warrior 3

Level design and consistency insurance, rational GD/LD of Am-mo/Health/Secrets - Owner of Horde mode LD/GD in Post Launch update

BigBadWolf - Bordeaux - Vampire The Masquerade SS

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.

Ubisoft - Bordeaux - Ghost Recon Breakpoint

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

Cubical Drift - Cannes - Stellar Overload

Owner of all dungeons in the different planets. Platformer to boss-fights rooms. Enemy design. Owner of mission design for main and side quests.

Level Designer • Pipeline Designer • LD Teacher

Personal project Groupe La Poste IEFM 3D

Level Designer • Level Designer • Level Designer

Enigami Ubisoft Mptl Feerik

EDUCATION

BACHELOR

2010 - 2011

University Of Montpellier III | Montpellier

Game design, Level design, Narrative design, Player's psychology and sociology in video games