



## EDUCATION

### BA GAME DESIGN

Lyon, Bellecour École

2016-2019

### HIGHSCHOOL

Cd.México, Tecnológico

de Monterrey

2013-2016

## CONTACT



italopardave.com

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## LANGUAGES

SPANISH

ENGLISH

FRENCH



Italo Pardave Navarro

TECHNICAL DESIGNER

## ABOUT ME

Passion for developing gameplay experiences and social interactions between players in games. I have a strong interest in business development, marketing, programming, and I have good social skills. Good experience in learnign new technology and adapting to quickly evolving environments

## JOB EXPERIENCE

### XDEFIANT

Position: Technical Designer

Dates: June 2020-Present

FPS Multiplayer game, developed by Ubisoft on the Snowdrop Engine. Work on development of Ultras, Skills and Gadgets

### THE DIVISION 2: LIVE SUPPORT

Position: Technical Level Designer

Dates: May 2020 - June 2020

Release of the second raid 'Operation Iron Horse'. Finishing raid tasks for release. Maintain support on previously released content for any update that is needed.

### THE DIVISION 2: WARLORDS OF NEW YORK

Position: Junior Technical Level Designer

Dates: September 2019 - May 2020

Worked on support of scripting and creation of level elements for two of the main missions of the expansion. Also background work on the second raid that was in development.

### TOM CLANCY'S: THE DIVISION 2

Position: Technical Level Designer Internship

Dates: April 2019 - August 2019

Support to the World team in creating any level element needed for prototyping. Reviewing scripts for missions and other gameplay events found in missions

## SKILLS

GAME DESIGN	SCRIPTING	SOFTWARE
LEVEL DESIGN	C#	SNOWDROP
GAME SYSTEM DESIGN	BASES OF C++	UNITY
PLAYTEST CONDUCTING	LUA	UNREAL ENGINE 4
TECHNICAL ARTIST	JSON, HTML, PHP	MAYA/BLENDER
	ACTIONSCRIPT	ADOBE SUITE
	JAVA	PERFORCE