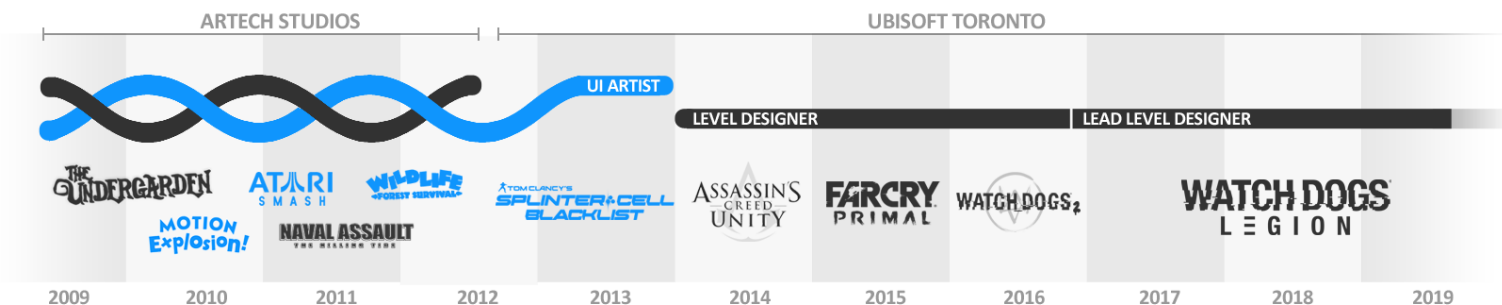


FARID EL-NEMR

farid.elnemr@gmail.com | www.faridfolio.com



LEVEL DESIGN EXPERIENCE

UBISOFT TORONTO | Lead Level Designer | 2016 – present

Watchdogs Legion [IN DEVELOPMENT]

- Leading a team of level designers on the latest entry in the Watchdogs brand
- Led the shaping of London's borough of Camden, including dozens of key locations of interest
- Directed level designers on layouts from concept to polish
- Worked closely with designers, programmers, artists to realize gameplay within key locations
- Took point on communication with offsite co-developers

Level Designer | 2013 – 2016

Watch Dogs 2 [SHIPPED] Xbox One, PS4, PC

- Served as level designer for the Stanford district of Silicon Valley, crafting its city block layout
- Designed and implemented open-world puzzle locations throughout district
- Placed enemy AI setups across 5 locations for open-world infiltration zones with light narrative
- Ensured friendly drivability across district, adding stunts for interesting freeroam moments

Far Cry Primal [SHIPPED] Xbox One, PS4, PC

- Responsible for the creation of 8 open world cave networks titled "Lost Caves"
- Four were navigation caves for discovery, platforming and puzzle solving; a heavy emphasis on layout and player leading
- Four were mini-outpost locations with a heavy emphasis on AI placement to encourage stealth play
- Responsible for making the open world intuitive, adding elements that eases player traversal

Assassin's Creed Unity [SHIPPED] Xbox One, PS4, PC

- Served as level designer for the Bievre district of Paris (1/6th of the game map)
- Worked with the house-block generator to shape the neighbourhoods, ensuring smooth and metric-friendly parkouring across entire district (rooftops and side parkour facades)
- Added hundreds of props to district to complement parkour gameplay at ground level
- Placed dozens of collectables and enemy AI setups in locations of interest
- Populated district with NPC crowd life; thousands of hand-placed NPCs and flow paths for NPC AI

ARTECH STUDIOS

Level Designer | 2009 – 2012

The Undergarden [SHIPPED] [ATARI] Xbox 360, PS3, PC

- Brainstormed game mechanics in pre-production stage, respecting engine and budget limitations
- Designed physics-based puzzles utilizing the 6 main gameplay mechanics
- Sketched 18 level design plans on paper, defining and connecting all puzzles into coherent levels
- Ensured proper level flow, progression, steady / consistent learning curve
- Brought designs to life by building and populating them in the in-house editor (using Box2D)

Naval Assault: The Killing Tide [SHIPPED] [505 GAMES] Xbox 360

- Served as a cinematics editor and scripter; utilized in-house game engine to trigger, key in and orchestrate in-game cinematics

PERSONAL PROJECT “Project Parallax”

- Developing a 2D game in which the spotlight is on intricate level design (video on portfolio website)
- Prototype built in Game Maker, development moved to Unity

UI / UX DESIGN EXPERIENCE

UBISOFT TORONTO

UI Artist | 2012 – 2013

Splinter Cell: Blacklist [SHIPPED] Xbox 360, PS3, PC, Wii U

- Took ownership of design / look of various menu screens, in line with art director’s vision
- Spearheaded and designed UI for "Gone Dark" in-game feature
- Ported all UI to PC version, making it friendly to both pad and mouse/keyboard setups
- Developed and prototyped various visual effects that made it to the final game as well as the accompanying website and companion app (developed offsite)

ARTECH STUDIOS

UX Designer | 2009 – 2012

Motion Explosion [SHIPPED] [MAJESCO] Xbox 360 Kinect

- Designed menus surmounting challenges sprung forth by Kinect and PS Move interfaces
- Adapted to often-changing art direction, re-purposing designs to work with new art styles
- As a secondary task, designed challenges for the different party games

Atari Smash [CANCELED] [ATARI] Xbox 360, PS3, PC

- Designed and implemented menus to match game art direction
- As a secondary task, collaborated on the re-invention of the gameplay

Wildlife: Forest Survival [CANCELED] [EA] Xbox 360, PS3

- Conceptualized, presented and executed ideas within a challenging schedule
- Retained constant back-and-forth communication with off-site art director, designers and producers at EA, ensuring vision symmetry