

Game Designer with soon 3 titles shipped and 8 years of experience prior to this as a director of photography in the cinema industry.

I am trained to achieve compelling immersion, anticipate the viewers experience and ensure an efficient and agile team coordination. With a background that bridges film and games, I bring an experienced perspective to game design—one that blends narrative clarity, visual intent, and player agency. I'm looking for the next exciting challenge to tackle.

SOFT SKILLS

- Mechanic Design
- Narrative Design
- Level Design
- Blueprinting (UE5)
- Greyboxing
- Leadership
- Prototyping
- Digital Mockups
- Moodboards
- Database

TOOLS

- Unreal Engine 5
- Unity Engine
- Blender
- Perforce
- Jira
- Photoshop
- Premiere Pro
- Davinci Resolve
- Articy
- Notion

LANGUAGES

- French Native
- English Fluent

CONTACT

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EDUCATION

DESS in Game Design [Post-Graduate]

2021

University of Montreal | Canada

Bachelor's Degree in Cinema - Communications 2016-2019

University of Quebec at Montreal | Canada

WORK EXPERIENCE

Lowbirth Games

October 2025-Today

Unannounced Project

I am currently a **game designer** on this title that is in early development

Lost & Found: A This Bed We Made Story

I have been working as a **game designer, cutscene designer** and **lighting artist** on this project, while developing multiple design tools through blueprinting.

Unreliable Narrators

May 2022-October 2025

The Caribou Trail

During the whole production, I have been the **principal designer in charge of all the critical path** and related **gameplay**. I have been working closely with the creative director and writers, acted as principal reference between all departments for each level and even coordinated mocap shootings. Production schedule was extremely tight, requiring of me lots of planification and prototyping to ensure an efficient production period while offering a compelling linear storyline that still would feel reactive and rich to the players.

Two Falls (Nishu Takuatchina)

I was hired as a **game designer** a few days before completing my DESS and started the following week. Unreliable Narrators being a new indie studio, I had to tackle a huge amount of **major design tasks and decisions**, right from the get go. These responsibilities included creative control on narrative design, level design and concepts for gameplay elements, creating prototypes and even creating cutscenes.

Cinema Industry

2014-Today

Video Editor at MF Médias Sociaux - 2026-Today

I still work part-time as a video editor, mainly for social media content, , keeping in touch with my old craft.

Director of Photography - Freelance - 2014-2022

Working closely with the director to achieve their vision, I was in charge of conceptualising the lighting, frame composition, technical needs, camera setup and operating the camera in most occasions. As a DOP, I had to both be able to guarantee specific results in a set budget and timeline to production, while leading a technical team throughout the project.