

Game Design graduate with 3 years experience as a game designer and 8 years prior to this as a director of photography in the cinema industry.

I was trained to achieve compelling visuals, anticipate the viewers experience and ensure an efficient and agile team coordination. With a background that bridges film and games, I bring a unique 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

- Game Mechanics
- System Design
- Level Design
- Level Drafting
- Greyboxing
- Leadership
- Prototyping
- Digital Mockups
- Moodboards
- Database

TOOLS

- Unreal Engine 5
- Unity Engine
- Blender
- Perforce
- Jira
- Photoshop
- Premiere Pro
- 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

Unreliable Narrators

May 2022-Today

Unannounced title

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. This project required a lot of research and iteration on my part to create an experience in which we enable the player's exploration and playfulness, present a responsive world, while offering a linear storyline.

Two Falls (Nishu Takuatchina)

I was hired as a **game designer** at Unreliable Narrators a few days before completing my DESS in Game Design 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, designing level drafts and concepts for gameplay elements, creating prototypes, designing level blocking and even creating cutscenes.

Personnal Project

Aug 2021

Root Of Life

Puzzle adventure / 2.5D platformer made as the final project of my DESS in Game Design at University of Montreal. This project that I pitched was selected by the group to be our final project. The gameplay revolved around traversing different levels with jumping, climbing and gliding mechanics while also using a separate tool that had its own controller: a plant that could be put into the ground, allowing the player to control its growth and direction to create bouncing platforms or hit far away targets.

Cinema Industry

2014-2022

Director of Photography - Freelance

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.