

Julien Pirou

Creative Designer and Writer at Ubisoft

julien_pirou@hotmail.com

Résumé

Creative Designer with past experiences in level design, writing, journalism, graphic design and video editing.

Experience:

Video Games

2013: Creative Designer and Writer of Might & Magic X: Legacy (Ubisoft Entertainment, Limbic Entertainment)

2012: Writer and Lead Designer of Pirates of the Savage Sea and Danse Macabre (Adventure Packs for Might & Magic: Heroes VI)

Writer (Dungeon campaign) and Level Designer of Might & Magic: Heroes VI - Shades of Darkness (stand-alone expansion pack for Might & Magic: Heroes VI)

2009-2011: Lead Level Designer on the game Might & Magic: Heroes VI (Ubisoft Entertainment)

2007: Level Design of the Dark Messiah bonus map for Heroes of Might and Magic V Collector's Edition (Ubisoft Entertainment)

Graphic Design

2008-2009: Art Director (Kaze SAS)

2005-2008: Graphic Designer (Kaze SAS)

Others

2008-2013: Video games journalist for IG Magazine (Ankama Presse)

2007-present: Journalist and TV host (Nolife TV)

Education:

2005: Bachelor's Degree (Licence pro) in Communication, Computers & Multimedia (Montreuil Institute of Technology, FR)

2004: Technical Degree (BTS) in Visual Communication & Multimedia (Lycée Eugénie Cotton, Montreuil, FR)

2002: High School Diploma in Applied Arts (Lycée Choiseul, Tours, FR)

Languages:

Fluent in English

Spécialités : game design, level design, writing, art briefings, graphic design (photoshop, illustrator, indesign), multimedia (premiere, after effects)

Expérience

Creative Designer at Ubisoft

octobre 2012 - Poste actuel (1 an)

I'm currently working as Creative Designer and Writer on Might & Magic X: Legacy.

My tasks include:

- making the original game design pitch document
- keeping the high-level vision for the game (both art and gameplay wise)
- taking part to all RGD (rational game design) and RLD (rational level design) discussions
- creating story drafts to be approved by the IP team
- writing all dialogs and story texts
- creating the briefings for the art and content teams (art, atmosphere, gameplay)
- taking part to the 2D/3D asset production and approval process
- briefing the music tracks
- supervizing the voice recordings

Video Game Journalist at Nolife

juin 2007 - Poste actuel (6 ans 4 mois)

Writing and hosting TV shows like La Minute du Geek and Retro and Magic about the history of videogames, and 1D6 where I review pen & paper role-playing games.

Several episodes of my shows have been displayed on LeMonde.fr

I recommandation disponible sur demande

Video Game Journalist at IG Magazine

janvier 2009 - juillet 2013 (4 ans 7 mois)

I have been writing articles about retrogaming and the video game industry in IG since its launch in 2009 up until the final issue in July 2013.

I recommandation disponible sur demande

Lead Level Designer at Ubisoft

novembre 2009 - septembre 2012 (2 ans 11 mois)

Lead Level Designer on the game Might & Magic - Heroes VI and its expansions. Creation of the general layout of the level, working with the writers to establish the walkthrough, briefing the level designers and making sure the levels are coherent with the gameplay, the story and the game's world.

My tasks included:

- creating level layouts

- writing level walkthroughs and RLD (rational level design) documents
- creating the briefings for the level designers (art, atmosphere, gameplay)
- taking part to all story meetings with the writers
- writing various in-game texts

Writer at Ubisoft

février 2012 - juin 2012 (5 mois)

I wrote the two Adventure Packs for Might & Magic: Heroes VI: Pirates of the Savage Sea and Danse Macabre. I've also co-written one of the campaigns of the stand-alone expansion pack, Shades of Darkness.

My tasks included:

- creating story drafts to be approved by the IP team
- writing all dialogs and story texts
- taking part to the asset production and approval process
- briefing the new music tracks
- supervizing the voice recordings

Art Director at Kazé

avril 2008 - octobre 2009 (1 an 7 mois)

As the leader of the art studio at Kazé, I managed a team of four to six graphic designers, working closely with the marketing, PR and manufacture teams.

I recommandation disponible sur demande

Graphic Designer at Kazé

juillet 2005 - mars 2008 (2 ans 9 mois)

Working as a graphic designer, I designed packagings for DVDs, collector editions and companion products (booklets, art-books, flyers), and also created interactive DVD menus.

Projets

Might & Magic X: Legacy

octobre 2012 à Poste actuel

Membres :Julien Pirou, Gary Paulini, Paul Barrier, H  l  ne Henry, Sylvain Brunet, Anna Broich, Thomas Steuber

I'm currently working as the Creative Designer and Writer of Might & Magic X: Legacy, the tenth instalment of the legendary RPG franchise that started in 1986.

Legacy is a "back to the roots" episode, with first-person view, party-based gameplay, turn-based combat and grid-based movement.

Might & Magic: Heroes VI - Pirates of the Savage Sea

février 2012 à juillet 2012

Membres :Julien Pirou, Erwan Le Breton, Kurt McClung, Paul Barrier, Alexis de Becque, Gary Paulini, H  l  ne

Henry, Barbara Scaff, David Gasman

I worked as Lead Designer and Writer of the first Adventure Pack for Might & Magic Heroes VI. Pirates of the Savage Sea is a two-map campaign featuring the return of a classic character of the franchise, Crag Hack the Barbarian. This Adventure Pack includes new artifacts, new skills, a new boss creature (the Thunderbird), and a pet. It was developed with Limbic Entertainment.

Might & Magic: Heroes VI - Danse Macabre

février 2012 à septembre 2012

Membres :Julien Pirou, Erwan Le Breton, Kurt McClung, Paul Barrier, Gary Paulini, Alexis de Becque, Sylvain Brunet, Barbara Scaff

I worked as Lead Designer and Writer of the second Adventure Pack for Might & Magic Heroes VI. Danse Macabre is a two-map campaign featuring the return of a classic character of the franchise, Sandro the Great Lich. This Adventure Pack includes new artifacts, new skills, a new boss creature (the Dragonwraith), and a pet. It was developed with Limbic Entertainment.

Might & Magic: Heroes VI

janvier 2010 à novembre 2011

Membres :Julien Pirou, Erwan Le Breton, Max von Knorring, Kurt McClung, Jeff Spock, Majdi Kraiem, Sylvain Brunet

I worked as the Lead Level Designer for the game Might & Magic: Heroes VI, published by Ubisoft Entertainment and developed by Black Hole Entertainment. My tasks included the creation of the general layout of the 30 levels of the game, decoration briefings, working with the writers to establish the walkthrough, briefing the level designers and making sure the levels are coherent with the gameplay, the story and the game's world.

I also did art, animation and music briefings, and wrote a few background texts for heroes, artifacts and locations.

IG Magazine special issue #4

décembre 2011 à juin 2012

Membres :Julien Pirou, Bounthavy Suvilay

Published in June 2012, this special issue of IG Magazine is based on the first five years of the "Retro & Magic" TV show I write and host on the TV channel Nolife. The special issue presents a selection of video game "gems". It includes both beloved classics and obscure titles that should be re-discovered.

IG Magazine 13

janvier 2011 à mars 2011

Membres :Julien Pirou, Bounthavy Suvilay, Bruno Rocca

French gaming magazine.

268 pages about video game industry and culture.

Retrospectives and analysis about video game.

Portraits and interviews of developpers.

Compétences et expertise

Writing

Level Design

Game Design

Art Direction

Graphic Design

Game Development

Formation

IUT de Montreuil-Paris 8

Licence Pro, Communication, Informatique, Multimedia, 2004 - 2005

Lycée Eugénie Cotton, Montreuil

BTS (Technical Degree), Visual Communication & Multimedia, 2003 - 2004

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3 personnes ont recommandé Julien

"Julien possesses both an extensive knowledge of videogames and the ability to narrate his passions to people, be it in written form or as a TV host. His expertise allowed him to be considered a reference in our field, and working with him is a pleasure as he won't let any deadline slip by. He is a rare gem who's recognized for his work, dedication and authenticity!"

— **Sebastien Ruchet**, *CEO, Nolife*, encadrait Julien chez Nolife

"Julien est un pigiste rigoureux qui sait jongler avec les impératifs de temps, les imprévus liés aux développements des jeux vidéo et la recherche approfondie d'informations."

— **Bounthavy Suvilay**, *rédactrice en chef / Editor in Chief (IG Magazine), Ankama Presse*, encadrait Julien chez IG Magazine

"Travailler avec Julien est une chance et un plaisir. Doté d'une culture remarquable et d'une expérience solide, sa polyvalence et la pertinence de ses observations sont un atout au quotidien. Patient, juste et efficace, on aime travailler aux côtés d'un collaborateur si inspiré et inspirant."

— **Laurent Peroy**, *Responsable Communication / Presse, Kazé*, a travaillé avec Julien chez Kazé

[Prenez contact avec Julien sur LinkedIn](#)