

Jed Bellini
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Professional Experience

Senior Designer at Monolith Productions (Seattle, WA)

July 2013 - Present

- Designing several story and ambient missions on Middle Earth: Shadow of Mordor
- Responsible for the implementation of gameplay, layout design and narrative design
- Ensuring the stability of missions and solving design related issues on the project

Technical Director of Level Design at Ubisoft Toronto (Canada)

December 2011 - June 2013

- Senior Level Designer on several maps for Splinter Cell Blacklist
- Overseeing and upholding level design quality on the entire production
- Training and supervising level designers
- Writing the level design scripting guidelines, including rules, tutorials and best practices
- Creating gameplay prototypes and levels
- Problem solving and fast debugging of technical issues
- Writing the engine documentation and tutorials for new members of the team

Level Designer at Ubisoft Montreal and Toronto (Canada)

February 2009 - December 2011

- Founding Member of Ubisoft Toronto
- Creator of gameplay prototypes and levels
- Drove five levels through the full development process, from concept to ship, including one DLC level
- Developed building and planning level layouts using Google Sketchup
- Worked closely with creative directors and narrative designers
- Shipped single player and multiplayer levels

Tester at Ubisoft Annecy (France)

August 2003 - December 2004

- Tested the Spies VS Mercs mode for Splinter Cell: Pandora Tomorrow and Chaos Theory
- Produced bug tracking and playability feedback for multiplayer maps
- Collaborated closely with the level designers and level artist
- Performance Tests on Xbox and Playstation 2

Level Design Skill Set

- Designing and scripting levels for First Person / Third Person action games
 - Drafting gameplay, engine and tools guidelines for level designers
 - Gameplay scripting tool expertise: Kismet, Flowgraph, Sequencer
 - Working knowledge of C++ language and JavaScript
 - PC and Console platform experience, including Xbox 360, PS2 and PS3, XboxONE, PS4
 - Expert knowledge of Unreal Editor (2, 2.5, 3) Crytek's Sandbox 2, Galaxy Map Editor, CoH Worldbuilder, Dunia and Hammer
 - Layout design software proficiency: Google Sketchup, MS Visio, Adobe Photoshop, Audition, Premiere, 3DSMax
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Published titles

- Middle Earth: Shadow of Mordor: October 2014 Monolith Productions Seattle, USA
 - Splinter Cell Blacklist: August 2013 Ubisoft Toronto, Canada.
 - Splinter Cell Conviction: April 2010, Ubisoft Montreal, Canada.
 - Splinter Cell Chaos Theory: October 2005, Ubisoft Montreal, Canada.
 - Splinter Cell Pandora Tomorrow: March 2004, Ubisoft Shanghai, China.
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Education

- Master's Degree in English: [Université de Savoie](#), France 2005
 - Bachelor's Degree, Game and Level Design: Université de Lyon, France 2008
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