

Contacter

julien_pirou@hotmail.com

www.linkedin.com/in/julien-pirou
(LinkedIn)
pirou.games (Portfolio)

Principales compétences

Writing

Level Design

Game Design

Languages

French (Native or Bilingual)

English (Full Professional)

Julien Pirou

Game Designer and Writer

Paris Area, France

Résumé

Video Game Designer and Writer with experience in Level Design, Journalism, Graphic Design and Video Editing.

Experience:

Video Games

2016 - 2019: Creative Partner on several video game projects, including WatchDogs Legion, The Settlers, Anno 1800 and For Honor: Marching Fire (Ubisoft Entertainment)

2015 - 2016: Designer and Writer on Might & Magic: Heroes VII - Trial by Fire (Ubisoft Entertainment, Limbic Entertainment)

2014 - 2015: Designer and Writer on Might & Magic: Heroes VII (Ubisoft Entertainment, Limbic Entertainment)

2013 - 2014: 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 game journalist for IG Magazine (Ankama Presse)

2007-present: Video game 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

Specialties:

Game design, storywriting, art briefings, graphic design (photoshop, illustrator, indesign), multimedia (premiere, after effects)

Expérience

Self-employed

Game Designer and Writer

juillet 2019 - Present

Paris Area, France

Gamekult

Video Journalist

septembre 2018 - Present

Since September 2018, I host the bimonthly program Retro Island on Gamekult, for which I write and provide the voice-over.

A spiritual successor to my previous show Retro & Magic, Retro Island explores the history of video games by series or theme.

FASA Games, Inc.

Freelance Writer

avril 2018 - Present

Contributor to the following books of the Earthdawn tabletop RPG line.

- Questors (2 chapters)

- Arancia sourcebook (main writer, currently in development)

Ubisoft

Creative Partner

septembre 2016 - juin 2019 (2 ans 10 mois)

Région de Montreuil, France

In 2016, I joined Ubisoft's Editorial Creative Services team as a Creative Partner (formerly known as IP developer), to advise and support the development teams with anything related to the creative process (narration, world building, art direction, historical research and inspirations).

I am notably working on:

- Anno 1800
- For Honor: Marching Fire expansion
- The Settlers
- WatchDogs Legion
- unannounced projects

Nolife

Television Journalist

juin 2007 - avril 2018 (10 ans 11 mois)

Paris

Writing and hosting weekly TV shows:

- La Minute du Geek (geek culture)
- Retro and Magic (video game history)
- 1D6 (pen & paper role-playing game reviews)
- Roleplay (pen & paper role-playing game "actual play" TV series)

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

Ubisoft

Writer

juillet 2017 - août 2017 (2 mois)

Wrote some lore and background texts for Space Junkies, a visceral, jetpack-fueled VR Arcade Shooter where players fly through deadly Orbital Arenas in hostile space, facing off in extreme multiplayer battles.

Ubisoft

Designer & Writer

mai 2013 - septembre 2016 (3 ans 5 mois)

Montreuil

I was Designer and Writer on Might & Magic: Heroes VII. Developed by Limbic Entertainment, Heroes VII was announced at Gamescom 2014 and released in September 2015. I've also worked on its expansion pack, Trial by Fire, which was released in August 2016.

My tasks included:

- Contributing to all game design discussions
- Contributing to all story discussions
- Working closely with the Level Design teams at Limbic Entertainment
- Writing two of the main game's six campaigns (story, texts, dialogs), as well as all the campaigns of the expansion pack
- Writing all lore and story texts for the official website
- 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

Ubisoft

Creative Designer

octobre 2012 - janvier 2014 (1 an 4 mois)

I was 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

IG Magazine

Video Game Journalist

janvier 2009 - juillet 2013 (4 ans 7 mois)

Paris

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.

Ubisoft

Lead Level Designer

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

Ubisoft

Writer

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

Kazé

4 ans 4 mois

Art Director

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.

Graphic Designer

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.

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)