

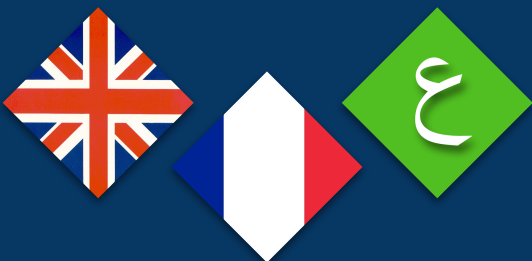


AHMED  
MAJDOUBI

EMPATHETIC, CREATIVE AND  
RATIONAL PROBLEM-SOLVER, WHO  
WORKS HARD TO DELIVER THE BEST  
GAMING EXPERIENCE TO ALL KIND  
OF PLAYERS.



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# AM TECHNICAL GAME DESIGNER

● = CURRENT JOB



- THE GOOD DRIVE**  
LEAD GAME DESIGNER : **GEFAHREN LERNEN**  
• June 2018 - Until now : THE GOOD DRIVE (FRANCE)
- ISART DIGITAL**  
GAME DESIGN TEACHER  
• September 2019 - Until now : ISART DIGITAL (FRANCE)
- GAME IN SOCIETY**  
GAME & LEVEL DESIGNER “FREELANCE “ : **PRISME 7**  
• June 2019 - March 2020 : GAME IN SOCIETY (FRANCE)
- THE GOOD DRIVE**  
GAME DESIGNER : **TGD SIMULATOR**  
• January 2016 - May 2018 : THE GOOD DRIVE (FRANCE)
- ASOBO STUDIO**  
GAME DESIGNER : **HOLOTOUR**  
• March 2015 - October 2015 : ASOBO (FRANCE)
- COCCIDOTS**  
GAME DEVELOPER ON MY MOBILE GAME **COCCIDOTS**  
• January 2015 - July 2015
- UBISOFT**  
SYSTEMIC LEVEL DESIGNER : **WATCH DOGS - BAD BLOOD**  
• April 2014 - September 2014 : UBISOFT (FRANCE)

+ MORE



- MASTER DEGREE IN GAME DESIGN**  
• 2014 : The Graduate School of games and interactive media “ENMIN” (FRANCE)
- VOCATIONAL DEGREE IN GAME & LEVEL DESIGN**  
• 2012 : Paris XIII University (FRANCE)
- PROFESSIONAL DIPLOMA IN LEVEL DESIGN “UBISOFT CAMPUS”**  
• 2010 : Diploma delivered by “CÉGEP DE MATANE” (MOROCCO)

