



# AHMED MAJDOUBI

PASSIONATE AND RATIONAL DESIGNER WITH A DRIVE FOR CREATING EXCEPTIONAL GAMING EXPERIENCES AND MENTORING ASPIRING DESIGNERS.



Aubervilliers. FRANCE



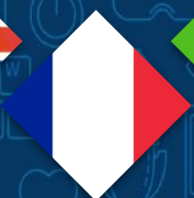
0(033)668366699



ahmed.majd@gmail.com



ahmedmajd.wixsite.com/portfolio



# AM SENIOR DESIGNER

● = CURRENT JOB   ● = PREVIOUS JOB   ● = FREELANCE MISSION



## ACADEMIC HEAD OF GAME DESIGN

- August 2022 – Until now : ISART DIGITAL PARIS (FRANCE)

## PREV : ASSOCIATE ACADEMIC HEAD OF GAME DESIGN

- September 2019 – July 2022 : ISART DIGITAL PARIS (FRANCE)



## SENIOR GAME DESIGNER : AURORY (BLOCKCHAIN VG - SOLANA)

- December 2021 - April 2022 : AURORY PROJECT (REMOTE)



## GAME & LEVEL DESIGNER "FREELANCE" : PRISME 7

- June 2019 - March 2020 : GAME IN SOCIETY (FRANCE)



## LEAD GAME DESIGNER : GEFAHREN LERNEN

- June 2018 - June 2021 : THE GOOD DRIVE (FRANCE)

## PREV : GAME DESIGNER : TGD SIMULATOR

- January 2016 - May 2018 : THE GOOD DRIVE (FRANCE)



## GAME DESIGNER : HOLOTOUR

- March 2015 - October 2015 : ASOBO (FRANCE)



## 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 "ENJMIN" (FRANCE)

## VOCATIONAL DEGREE IN GAME & LEVEL DESIGN

- 2012 : IUT of Bobigny "PARIS XIII UNIVERSITY" (FRANCE)

## PROFESSIONAL DIPLOMA IN LEVEL DESIGN "UBISOFT CAMPUS"

- 2010 : Diploma delivered by "CÉGEP DE MATANE & UBISOFT" (MOROCCO)

