

Paul Nogal

Level Designer – Technical Designer

(canada): +1 (438) 448-8089 | (french): +33 6 02 09 81 16

paulnogalpro@gmail.com

paulnogalpro.wixstudio.com/paulnogal

[LinkedIn: paulnogal](#)

Game Designer specialized as a Level and Technical Designer with a focus on Narrative Design. Experience in indie, AA and AAA games. Currently Technical Designer at UBISOFT Montreal on *Prince of Persia: The Sands of Time*.

SKILLS

Game & Level Design

- Level and world design, blockmesh, player progression, pacing, beats, implementation
- Balancing difficulty, tension and system design, combat and stealth encounter design
- Event scripting (Unreal Blueprint visual scripting)
- Visual Composition with 3D architecture
- Design documents, prototyping, focus playtesting

Softwares

- Game editors: Unreal Engine 5, Unity, Anvil, Twine
- Blender, Maya, 3DS Max, ZBrush, Adobe Suite
- Office Suite, Miro, Figma, Trello, Jira, Confluence
- Git, Perforce

Narrative & Mission Design

- Story and script writing (dialogues, synopsis, emotions, characters, cameras, technical precisions)
- World and character building
- Act structure: narrative beats, pacing
- Quest design –scripted narrative events
- Cinematic design and camera specialist
- Environmental storytelling in 3D spaces

Soft Skills

- Problem solving in a team work and communicative manner
- Autonomous, flexible, interactive
- Creative, innovative, attention to details

EXPERIENCES

UBISOFT MONTREAL – Technical Designer

2024 – present

Prince of Persia: The Sands of Time, Remake

- In charge of the Gameplay Ingredients working with Gameplay & AI Programming, Animation, Art, GD, LD, V-SFX.
- Supporting users and developing tools, prototyping and debugging

NACON MIDGAR STUDIO – Level Designer

2023

Edge of Memories (PC, Playstation 5, Xbox Series X/S, Shipped 2025)

- Owner of a whole chapter: designed both several linear and open world levels in addition to boss fight arenas from conception to shippable state.
- Iterated on system design, blockmesh, quest and event scripting, combat encounters, 3D blockout art assets collaborating with environment level art and programming teams.

ROYALE MONKEY – Game Designer / Co-founder

2022 – 2023

Avian Project (PC, Cancelled)

- In charge of the World building and design, game design, narrative design and writing.
- Designed game features, the world and the story during the conception and pre-production milestones.

PERSONAL DESIGN PROJECT – Narrative Level Designer

2024

Star Wars Renegades ([project available here](#))

- Created the story, game structure, blockmesh, environment storytelling, from intentions to playable state.
- Directed voice actors, designed combat & narrative environments for cinematics, gameplay and scripted events.

EDUCATION

- DESS Degree in *Narrative Design* at NAD-UQAC Montreal 2021 – 2022
- Master Degree in *Level Design* at IIM DIGITAL SCHOOL Paris 2020 – 2022
- Bachelor Degree in *Game Design & Game Arts* at IIM DIGITAL SCHOOL Paris 2019 – 2020
- Bachelor Degree in *Industrial Product Design* at STRATE SCHOOL OF DESIGN Paris 2016 – 2019