

# Marius Voicu

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## Lead Level & Quest Design, Design @ Ubisoft (05/2023 – Present)



- Key role in the hiring process, as hiring manager for the level design team, identifying and recruiting talented designers to meet project demands and strengthen the studio's creative capabilities
- Optimized team efficiency by assigning tasks based on individual strengths and preferences, resulting in improved outcomes
- Grew team by providing actionable feedback on both design and technical skills, promoting continuous development and increased velocity
- Ensured the team maintained alignment with the project design and technical direction throughout production, decreasing friction and frustration
- Streamlined collaboration between narrative, level design, quest design and level art teams, with pipelines ment to enhance communication and workflow clarity across departments
- Coordinated with co-development teams to ensure unified direction and alignment on project goals, across multiple sites, with regular communications and updates
- Developed clear production timelines in collaboration with producers, ensuring deadlines were met and project milestones achieved
- Defined and implemented quality standards in collaboration with leads and directors, to define quality benchmarks, enabling consistent evaluation of production progress
- Facilitated review sessions to gather constructive feedback from directors, driving iterative improvements throughout the development process



## Star Wars: Outlaws (05/2022 – Present)

- Managed a multidisciplinary team of 9 professionals, ranging from Narrative and Quest Design to Level Design, with varying levels of seniority from Junior to Senior, ensuring effective collaboration and skill development across the board
- Mitigated risks associated with tight deadlines and shifting direction, ensuring minimal impact on production and team morale
- Successfully led the team through key milestones, resulting in the successful launch of 5 campaign missions across 2 planets

## Technical Director, Design @ Ubisoft (02/2017 – 05/2023)



- Played a pivotal role in the growth and development of the Level Design, Game Design, and Associate Technical Directors teams, enhancing both design and technical skills
- Trained designers on project-specific tools, pipelines, validation gates and requirements, ensuring a strong understanding of technical processes and workflows, leading to increased team velocity and overall quality and performance.
- Directed and validated the creation and implementation of gameplay assets throughout development, ensuring high standards of quality, performance, and overall project health
- Designed, prototyped and maintained game systems, assets, maps, and features from concept to final AAA quality, utilizing structured processes and validation gates to ensure polish and functionality throughout development

- Developed and maintained validation pipelines and scripts for efficient gameplay asset creation and implementation, streamlining the production workflow
- Developed clear production timelines in collaboration with producers, ensuring minimal impact on performance and quality while successfully achieving project milestones
- Defined and implemented technical quality and performance benchmarks and gates, in collaboration with leads and directors, maintaining product functionality and overall quality
- Assessed technical risks and developed mitigation plans for production and game direction changes, ensuring continuous functionality and uninterrupted development throughout the project lifecycle
- Prepared, adapted, and maintained various tools and methods used in the design process, ensuring they remained effective and up-to-date throughout the production cycle to support seamless development and design consistency
- Acted as a key contributor in implementing project tools, automating processes, and visualizing key metrics through Git workflows, enhancing development efficiency and providing clear insights into project progress



#### **Star Wars: Outlaws (05/2022 – Present)**

- Developed engaging game modes that enhance player experience and retention
- Led the creation, support, and maintenance of various tools and features to streamline the development process
- Produced gameplay ingredients to a playable quality status, ensuring a polished and enjoyable gaming experience



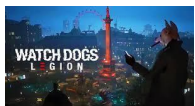
#### **Tom Clancy's Ghost Recon® FRONTLINE (04/2019 – 07/2022)**

- Directed, validated and produced high-quality gameplay ingredients for the game, establishing implementation rules, validations and streamlined asset integration
- Developed and maintained various game modes, ingredients and maps, establishing implementation pipelines and validation timelines for the levels of quality standards throughout the production process
- Oversaw and developed systems for spawn points, game area design, and ingredient placement and balancing, optimizing gameplay flow and player experience
- Led the creation, support, and maintenance of multiple tools and features to enhance game development efficiency



#### **GHOST RECON BREAKPOINT (09/2018 – 06/2019) - Associate Technical Director**

- Integration within the main game with minimum impact on performance and maximum creation freedom on game areas and ingredients placement
- PvP - game modes and maps - features and gameplay creation, validation and maintenance



#### **WATCH DOGS LEGION (02/2017 – 09/2018) – Associate Technical Director**

- Features and gameplay creation and maintenance on all World Activities systems, documentation and implementation by Level Designers



#### **WATCH DOGS 2 (11/2014 – 02/2017) – Associate Technical Director**

- Delivered scripting bricks and maintenance - races and side missions
- Delivered prefabs of gameplay elements and iterating to push the quality within technical boundaries

### **Level Designer, Design @ Ubisoft (09/2009 – 02/2017)**



- Designed and implemented missions within the game's universe and story, while assuring an overall memorable game experience and cohesion within the entire game at AAA standards.
- Implemented and tuned gameplay, mission dialogues, soundtracks and cinematic for each mission to create an immersive gaming experience.
- Created and Polished gameplay spaces and worlds based on the game's universe and necessities.

**WATCH DOGS (09/2013 – 11/2014)**

- Campaign Mission – BAIT - Concept and Presentation, Implementation, Playtests, Feedback
- Side Missions – Driving - Concept Stage and FPP, Some Implementation, Feedback

**Assassin's Creed franchise (10/2012 – 09/2013)**

- AC IV - Multiplayer Maps - Concept and Presentation, Implementation, Playtests, Feedback
- AC III - DLC - Multiplayer Maps - Retakes and Wolf Pack game mode implementation

**ZOMBIU (01/2010 – 10/2012)**

- Multiplayer Game modes: world design and owner on game mode systems, direction and implementation
- Main Campaign - Polishing and Debugging (*detached in Montpellier, France*)

**TINTIN (09/2010 – 07/2011) (*detached in Montpellier, France*)**

- Exotic gameplay Campaign missions, Challenge modes - visual scripting, world design and cinematic

**H.A.W.X. 2 (01/2010 – 08/2010)**

- Several Campaign missions and Challenge modes - visual scripting missions and world design

**Designer / Lead Tester / Tester @ Advanced Mobile Applications (01/2005 – 09/2009)**

Designing, managing and maintaining lifestyle mobile application and games

Designing and implementing test plans and workflow for the testing team

Providing feedback and reports to upper management about the team, while implementing the global general decisions on the ongoing projects

extra  
proficiencies

*Developed and maintained a personal project from scratch using WPF, featuring back-end data support, auto-update functionality, and secured with code signing and obfuscation for enhanced protection. ([redefined.ro/?ManageR](http://redefined.ro/?ManageR))*

*Web development on Linux, managing self-hosted Nginx servers on both VPS and Raspberry Pi, utilizing PHP, HTML, CSS, and Ansible scripting. Also developed Python and PHP-based scrapers automated with cron jobs. ([redefined.ro/?Quests](http://redefined.ro/?Quests))*

*Experienced with a wide range of game engines, both in-house and publicly available, and have created and conducted training sessions for several of them.*