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SIRADA L. JENSEN

SENIOR LEVEL DESIGNER/ UBISOFT TORONTO

PUBLISHED TITLES

- Far Cry: Primal
- Assassin's Creed: Unity
- Splinter Cell: Blacklist
- Ghost Recon: Future Soldier
- Crysis 2
- Global Conflict: Palestine

SKILLS

- Mission and World Level Design
- Mission Scripter
- Cinematic design

EXPERIENCE

SENIOR LEVEL DESIGNER • UBISOFT TORONTO • 2012 – PRESENT

Responsible for design and implement level and gameplay in Assassin's Creed: Unity and Far Cry Primal.

Responsible for cinematic and scripting for Splinter Cell: Blacklist

SENIOR LEVEL DESIGNER • UBISOFT PARIS • 2011 – 2012

Responsible for design, implementing, and scripting for Ghost Recon: Future Soldier

CINEMATIC DESIGNER • CRYTEK • 2008 – 2011

Responsible for design, blocking, and scripting cinematic scenes for Crysis 2

EDUCATION

IT UNIVERSITY OF COPENHAGEN, DENMARK

MSc. In Media, Technology, and Game
2005-2008

AALBORG UNIVERSITY, DENMARK

BSc. in Medialogy, Interactive and New Media
2004-2005

COPENHAGEN TECHNICAL SCHOOL, DENMARK

Diploma in Multimedia Design
2002-2004