

RICHARD FLANAGAN

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www.richardeflanagan.com

514.560.6150

EDUCATION

2009–2010 **UNIVERSITÉ DE MONTREAL**, Certificate, D.E.S.S. Design de Jeux - Montreal, QC
2005–2007 **NSCAD UNIVERSITY**, Bachelor of Design (top graduate) - Halifax, NS
2002–2003 **SHERIDAN COLLEGE**, Certificate, New Media - Oakville, ON

SKILLS

language English (excellent written & spoken), French (spoken)

soft excellent presenter, pitching, press interviews, MFLs, feature posters

game design game direction, system design, rational design, puzzle design, level design, progression, prototyping, non-linear & open-world design

art direction UI & UX design, graphic design, 3D asset design, 3D animation, UI animation, environment design, colour systems, visual hierarchy systems, custom typography

tools Office suite, MindManager, Unity, C4D, Photoshop, Illustrator, After Effects, SnowDrop, Ableton

EXPERIENCE

UNANNOUNCED TITLE GAME DIRECTOR, Ubisoft Montreal

Montreal, QC | June 2018 – present

Led the design of a new original IP

UNANNOUNCED TITLE CREATIVE DIRECTOR, Ubisoft Montreal

Montreal, QC | November 2016 – May 2018

Led the development of a new original IP

FRACT OSC CREATIVE DIRECTOR & FOUNDER, Phosfiend Systems

Montreal, QC | June 2011 – November 2016

Oversaw all design, level design, art direction, and sound on the award-winning FRACT OSC

BEGINNER'S GUIDE TYPOGRAPHER & DESIGNER, Everything Unlimited Ltd.

Remote | March 2015 – January 2016

Oversaw all graphic design and diageitic typography systems for the The Beginner's Guide.

N++ MOTION DESIGNER, Metanet Software Inc

Remote | October 2014 – June 2015

Developed a series of mograph vignettes for the game N++

PANORAMICAL LEVEL DESIGNER, Polytron & Finji

Remote | August 2014 – June 2015

Level design for Panoramical, an award-winning experimental music game.

LONELY NEURON GAME DIRECTOR, Hololabs Inc.

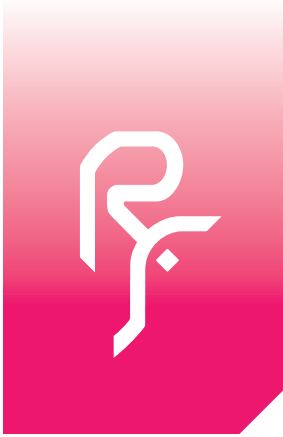
Montreal, QC | January 2015 – May 2015

Vertical slice for iOS in partnership with NFB for a puzzle game exploring neuroscience concepts

THIEF 4 SOUND INTEGRATION/SCRIPTING, Eidos Montreal

Montreal, QC | September 2010 – October 2010

Sound integration, sound scripting and sound testing on Thief 4



SPEAKING & MENTORING

- 2019 Procedural Days Paris: Invited Speaker
- 2017 UDC Montreal: Workshop animator
- 2014 Salon Ludique: Invited Speaker, FRACT Showcase & Q&A
- 2014 International IX Immersive Experience Symposium: The world and sound of FRACT
- 2014 Tag Lab, Ciritical Hit 14: Invited speaker, Roundtable
- 2012 Game Developers Conference, IGF: From Student to Studio, the Story of Making FRACT
- 2012 TAG Concordia Game Incubator: Invited Mentor

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AWARDS & ACCOMPLISHMENTS

FRACT OSC

- 2014 Indiecade Festival, Winner: Audio Design
- 2014 Big Sushi FM, Golden Sushi Award for Sophistication
- 2013 Independent Games Festival, Honourable Mention: Excellence in Audio
- 2011 Canadian Development Talent Awards, Winner: Emerging Talent of the Year
- 2011 Independent Games Festival, Winner: Best Student Game
- 2011 South By Southwest (SXSW) & IndiePub Propeller Award - Honourable Mention

BEGINNER'S GUIDE

- 2015 IGN awards, Winner: Most Innovative game of 2015
- 2015 Game Developers Choice Award, Nominee: Innovation & Narrative awards
- 2015 Independent Games Festival, Nominee: Excellence in Narrative
- 2015 Independent Games Festival, Nominee: Nuovo Award

PANORAMICAL

- 2015 Independent Games Festival, Nominee: Excellence in Visual Arts
- 2015 Independent Games Festival, Nominee: Excellence in Audio
- 2015 Independent Games Festival, Nominee: Nuovo Award
- 2014 Official Selection, Fantastic Arcade

INTERVIEWS & FEATURES

[Polygon](#), [Gamespot](#), [Kotaku](#), [Rock Paper Shotgun](#), [VentureBeat](#), [Eurogamer](#), [Killscren](#), [Unwinnable](#)

REFERENCES

References are available on request