

ITALO PARDAVE NAVARRO

TECHNICAL DESIGNER

Technical Designer with 5+ years in AAA development, focused on implementing gameplay systems, supporting teams, and delivering design features through collaboration, scripting, and documentation to bridge creative and technical execution.

Experience

Battlefield – Encounter Designer

EA France

August 2023 – Present

- Scripted missions and combat encounters for the single-player campaign.
- Built dynamic scenarios using proprietary tools.
- Coordinated with level, AI, and narrative teams for gameplay clarity.

Star Wars: Outlaws – Technical Designer / AI Designer

Ubisoft Ancecy

April 2022 – July 2023

- Implemented AI behavior systems for faction enemies.
- Set up mission logic and systemic gameplay for open-world content.
- Created tools and solutions to support mission design.

XDefiant – Technical Designer

Ubisoft Ancecy

June 2020 – April 2022

- Designed and balanced faction gadgets, skills, and ultras.
- Built scripting logic for abilities and gameplay systems.
- Collaborated with combat teams to ensure balance and counterplay.

The Division 2: Warlords of New York – Junior Technical Level Designer

Ubisoft Ancecy

September 2019 – June 2020

- Scripted mission logic and encounter flow for the expansion.
- Built raid mechanics and supported live content updates.
- Supported world and level teams

The Division 2 – Technical Level Designer Intern

Ubisoft Ancecy

April 2019 – August 2019

- Prototyped mission systems and supported encounter design.
- Reviewed and refined scripting for pacing and combat polish.

Education

Bachelor's Degree – Game Design

Bellecour École, Lyon, France

2016 – 2019

High School Diploma

Tecnológico de Monterrey,

Ciudad de México, Mexico

2013 – 2016

Contact

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Portfolio

italopardave.com

Location

Paris, France

LinkedIn

[pardaveitalo](https://www.linkedin.com/in/pardaveitalo)

Languages

- Spanish
- English
- French