

Looking for a job as Game, Level or Mission Designer. I am willing to be relocate.

EXPERIENCE



UBISOFT Paris | Montreuil, FRANCE

Ghost Recon Wildlands | Massive/Responsive open world TPS, playable in 4 player co-op or solo.

LEVEL DESIGNER (WORLD BUILDER) | March 2016 - Today

- ▶ **Design levels** including navigation flow, cover pacing and difficulty management.
- ▶ Managed **NPC's behavior** with a systemic AI agenda linked to enemies's archetype.
- ▶ **Team up** with Mission Designers and Level Artists on each level design.
- ▶ World Building, terraforming/vegetation managed to **highlight thematic** and aesthetic.



Streumon Studio | Chelles, FRANCE

SpaceHulk: Deathwing | Tactical FPS of Games Workshop's boardgame on Unreal Engine 4.

GAME DESIGNER & LEVEL DESIGNER (intern) | July 2015 - Dec 2015

- ▶ Taking part in all **Game designer's tasks** such as balancing, play-testing and meetings.
- ▶ Creating a **Multiplayer and no-linear level** consistent with other levels: scenario, pacing.
- ▶ **Using UE4** to design levels, to build and to script (concept,layout,markup,polish).

LEVEL DESIGNER & LEVEL BUILDER (intern) | June 2014 - Sept 2014

- ▶ Creating test-purposed level designs and **projects methodologies**.
- ▶ Teaming up with the artistic director to produce **aesthetic content**.

EDUCATION

2012 - 2015 : SUPINFOGAME Rubika | Valenciennes, FRANCE | Video game school

Video game director diploma (equivalent to a master degree).

- ▶ Trained to work in a professional team.
- ▶ Learn Game Design, Level Design and Management with professional.

Final year project : Close Call : Step into the Void | Game designer, level designer & scriptwriter.
First-Person Experience in space where the player has to survive. Made with UE4 and Oculus Rift.

- ▶ Design **game mechanics** consistent with the global experience.
- ▶ Creating **modular level design** in partnership with the lead Graphist.
- ▶ Design **narrative level** design supporting the game pacing.
- ▶ Making **scenario** and **ensured the coherence** of game's univers.

2010 - 2012 : Université Lumière | Lyon, FRANCE | Cinema & Anthropology

- ▶ Ability to manage a multi-professional team.
- ▶ Developing skills for: direction, storyboarding, video editing, sound design.

SKILLS

Game Design :

Game concept | Game Design Document
Rational Game Design | Behavior document

Level Design :

Level design | Level building | Papermap
Environmental storytelling | Design pacing/flow

Languages

- **French** : native language

- **English** : professional

- **German** : basics

Game Engines : Level design | Scripting

Unreal Engine 4 Creation Kit CryEngine 3


Art / Design : Mock-ups | Video editing

Photoshop Premiere Pro SketchUp


HOBBIES

- Video game :

Action/Adv: Batman Arkham, Shadow of the Colossus.
FPS: Bioshock, Dishonored, Deus Ex.
RPG: Skyrim, Dark Souls, Divinity OS
Other: Metal Gear Solid, X-COM 2, Journey.

- Movie :

Stanley Kubrick, Wes Anderson, Satoshi Kon.
Blade Runner, Road to Persition, Gattaca, Moon.

- Literature :

Van Vogt, Philip K.Dick, Confusius, Levi-Strauss.
BD, comics, manga