



ANTOINE FAUVILLE

LEVEL DESIGNER BASED IN BERLIN,
GERMANY

FROM A LITTLE TOWN IN BELGIUM,
I BECAME HOOKED ON GAME DEVELOPMENT WITH "AGE OF EM-
PIRES" AND "STRONGHOLD 2" WHERE I CREATED SCENARIOS AND
MULTIPLAYER MAPS. I LOVE ACTION GAMES, RPG'S AND STRATE-
GY GAMES.

I REALLY GOT TO MAKE MY PASSION A REALITY WHEN I MADE
MAPS FOR "BOMBSLINGER" AND "RESEARCH". I HOPE I GET TO
DO MORE OF WHAT I LOVE.

WHEN I'M NOT WORKING, I SPEND MY TIME ON PROTOTYPING,
GAMING, PLAYING INSTRUMENTS, READING, PAINTING.

RESUME

2017-NOW - KOLIBRI GAMES - GAME SYSTEMATIC DESIGNER
2014-2017 - ESA SAINT LUC - DIGITAL ARTS BACHELOR, INTERACTIVE ART, PROGRAMMING,
DRAWING, ANIMATION, DESIGN.
2012-2013 - ONE YEAR IN UNITED STATES - SENIOR YEAR.

*PATITIONED ABOUT LEVEL DESIGN I FOCUSED ON MAKING MAPS FROM MULTIPLE MAP EDITOR SUCH A DOOM, FAR CRY,
SKYRIM, PLANET COASTER AND I'M ALWAYS HELPING OTHERS WHEN IT COMES TO CREATE A GAME THAT REQUIRES LEVEL
DESIGN OR BALANCING.*

SKILLS

LEVEL DESIGN & BLOCK-IN
LUMBERYARD AMAZON
MAYA 3D
UNITY3D
EXCEL
PHOTOSHOP
POWER POINT
PROGRAMMING C# (UNITY)
GIT
BUGS DATABASE
WORKFLOW PLANNING
BUG REPORT: "JIRA", "MANTIS"
MIND MAP TOOLS
PLAYFAB, FABRIC
OCULUS RIFT
ILLUSTRATOR

EXPERIENCES

- FULL TIME From October 2017 ON IDLE MINER
TYCOON & IDLE FACTORY TYCOON
 - GAME DESIGNER - BALANCING, GAME PACING, MONETI-
ZATION, PLAYER UNDERSTANDING.
- INTERNSHIP 2016 2 MONTHS ON BOMBSLINGER
(JULY - AUGUST)
 - GAME DESIGN, PIXEL ART, LEVEL DESIGN AND MAINLY
BALANCE DESIGN, QA TESTING.
- INTERNSHIP 2017 2 MONTHS ON BOMBSLINGER
 - GAME DESIGN, QA TESTING, BALANCE DESIGN, WORKED
ON PROCEDURAL CONTENT, UX AND UI DESIGN,

CONTACT

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