

## CONTACT



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Portfolio



LinkedIn



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## Skills

### Level Design

- Level Mapping
- Blockout
- Prototyping (Unity & Unreal)
- Blueprint (Unity & Unreal)
- Integrating Narrative
- Mission Design
- Rational Level Design
- Level Documentation

### Software Skills

- Unity
- Unreal 4 & 5
- Git
- Office & Google Workspace
- Adobe Suite

### Soft Skills

- Ease of Speech
- Creativity
- Teamwork
- Work Rigor
- Autonomy
- First-aid Training

## Languages



Français - Mother Tongue



Anglais - Bilingual

## Hobbies



Hiking - Backpacking - Bikepacking



Water-polo - Paris Champion



Surf-Bodyboard since 2006



Green & Environmental Games



Mechanics Based Games

# BAPTISTE BARREIRE

## LEVEL DESIGNER

I'M LOOKING FOR A FULL-TIME LEVEL DESIGNER POSITION. VERY COMFORTABLE WITH GAME ENGINES, I INTEGRATE EASILY INTO A TEAM, I HAVE ALL THE SKILLS TO CREATE PLEASANT AND COMPLETE LEVELS WITH A NARRATIVE ASPECT.

## PROFESSIONAL EXPERIENCES & PROJECTS

### Kahoot ! Dragonbox - Level Designer

Paris | September 2023 - March 2024

Internship. Different learning games : Level Design, Technical Design, Data Analysis, Education Design, UX Design, Public playtesting.

### Institut de l'Internet et du Multimédia - Level Design Speaker

Paris | January 2024 - March 2025

Classes : Level Design Advanced, Level Design Basics, tutoring on students project during the Level Up Agency.

### Soliton Interactive - Level Designer Narratif

Montréal | January - March 2023

Aeon Wars : Maschinen Crisis : Level Design, Narrative Design, Game Design, Procedural Level Design, QA Testing & Debugging

### Studio XP - Assistant professeur

Montréal | October 2022

Teaching Java programming, MCreator, Game Design, Game Art and Game Programming on various Unity projects

### Breakfirst Games - Game & Level Designer

Lyon | January - July 2021

Games Shipped: Instant Sport Tennis Ultimate - Instant Sport Paradise  
Game Design, Level Design, Fine Tuning, LotCheck, Nintendo DevKit

## EDUCATION

### DESS Designing Narrative Games - UQAC NAD

Montréal | 2022-2023

Environment and Character Design, Game Design: Narrative Space, Corporate Communication, Game Design: Technological and Ethical Aesthetics, Interactive Scriptwriting.

### Master Game & Level Design - IIM

Paris | 2019-2023

Game Design, Level Design, UXDesign, QA, Juiciness, GameFeel, Docs Design