## Technical Level Designer



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I'm a Technical Level Designer looking for new job opportunities in Montpellier starting in October 2019.

# SHILLS

### DESIGN



Mechanics and gameplay





experience

Design

Levels and

worlds







Agility (SCRUM)

### **PROGRAMMING**



Processing

**LHVZEL** 

Phaser



JS

CSS3

JavaScript

# HOBBIES







Fantasy **Sports** 

## **EDUCATION**

#### MASTER'S DEGREE IN GAMES

2017-2019

CNAM-ENJMIN, Angouême Section: Game Design

### COMPUTER SCIENCE MASTER'S DEGREE 2011-2016

ECE Paris, Paris

Section: Information Systems (English-speaking class)

# **FXPFRIFNCF**

### **LEVEL DESIGN & DEVELOPMENT**

MAR - AUG 2019

GearProd - Montpellier

- Internship as a Gameplay Programmer and Level Designer on Echo Squad, an epic and interactive adventure in a life-sized submarine.
- · Designed and implemented the level for the new multiplayer mission with Unity.
- · Programmed a variety of tools, utilities, and features for the submarine (C# for Unity, C++, C for embedded software, network programming).

#### **GAME & LEVEL DESIGN**

OCT 2018 - MAR 2019

<u>Peak</u> – Master's Degree project at ENJMIN

- · Created the vertical slice for an arcade game mixing gliding and boss fight.
- · Designed mechanics and interactions, level, world and narration.
- · Created and implemented the level design on Unity with ProBuilder, Gaia and Polybrush.

### **GAME & LEVEL DESIGN**

FEB - JUL 2018

Every System Down - 1st year Master's project at ENJMIN

- Created an unique experience between video game and escape room
- Programmed for Arduino and Unity, built the mechanisms
- Designed mechanics and mechanisms, levels, narration and player experience.

#### FRONT-END DEVELOPMENT MAR 2016 - SEP 2017 Smile Open-Source Solutions - Asnières-sur-Seine

- Developped websites for clients (Total, Dior...)
- Front-end development with HTML5, CSS3, JavaScript (Angular, React, jQuery) and back-end development with PHP (Drupal) and NodeJS

# LANGUAGES







Fluent

Native Beginner