# Level Designer

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I'm a Game Design student at ENJMIN looking for a **6-month** internship starting in March 2019.

## SKILLS

### DESIGN



Mechanics and gameplay





Design

Levels and







#### **PROGRAMMING**





**PHAZER** 

Processing

Phaser







HTML5

CSS3

JavaScript







Indies, coop

Fantasy

## **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)

## **EXPERIENCE**

#### **GAME AND LEVEL DESIGN** OCT 2018 - MAR 2019

Peak - 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 AND LEVEL DESIGN FEB 2018 - 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.

#### **GAME DESIGN, INTEGRATION** DEC 2017 – JAN 2018 Noche de Alebrijes - Student project at ENJMIN

- Created a **rhythm-based shoot'em up**, in a Mexican folklore universe
- Designed mechanics, gameplay, levels and balanced the game
- Integrated graphical assets and level design in Unity

#### 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