ESTHER BERGES

TECHNICAL LEVEL DESIGNER

Portfolio

https://www.estherberges.com/

Mobile

+33 7 77 79 82 64

Email

esther.berges@hotmail.com

Experience

2017 - 2018

Technical & Level designer at Dontnod

Level & UI & Technical designer for Twin Mirror, made in Unreal Engine

Paris, France

2016 - 2017

Game designer and programmer at TeamTO Games

Game designer and programmer for various mobile games made on Unity

Paris, France

2015

Scientific games creation assistant at CRI

Game designer and programmer internship at the Gamelab of the "Centre de recherches interdisciplinaires"

Paris, France

Education

2016 - 2018

Game design master at ICAN

Attended the « Institut de creations et animations numériques » to learn how to design games and experiences on new technologies (VR, smartphones AR…)

Paris, France

2013 - 2016

Game design bachelor at ICAN

Attended the « Institut de creations et animations numériques » to learn the basics of game creation (game design, programming…)

Paris, France

2012

Summer course at Digipen

Attended a summer course at Digipen to learn the basics of programming and game design

Seattle, USA

Skills

Game Design

Top-down and bottom-up game design, creation of game design documents (Photoshop, InDesign and Office suite), UI design, Narrative design

Level Design

Bloc design, flow/rhythm design, 3DS Max modeling for basic props

Programming

C# on Unity4/5, Flash, Blueprint code on Unreal Engine

Languages

French, Spanish and Catalan

Native language

English

Cambridge certificate in advanced English

2013

Interests

Movies

Horror, action and documentaries

Game Jams

I participated on the creation of various games made within 24h-48h

Dungeon & Dragons

I create and play adventures with friends