

### Professional experience

2018: **Level Designer, Magic Design Studios**, Montpellier, FR (since april 2018)

Creation of the Underworld, one of the four worlds in **Unruly Heroes**, a 2D platformer-beat'em all released on PC and consoles, made with Unity.

- Concept, creation, polish, debug
- Creation of many gameplay elements using visual scripting
- Visual assets and animations integration
- Making of the cutscenes
- Design of the camera and its tools

Pre-production of an **unannounced project**

- Determination of the 3 main pillars
- Conceptualisation of the core mechanics
- Design of player's progression
- Design of the world's structure

2017: **Level/Game Designer intern, Ubisoft Paris Mobile**, Montreuil, FR (6 months)

Creation of updates on **Smurfs: Epic Run**, a runner on smartphones made with Cosmos

- Creation and integration of level patterns
- Gathering and interpretation of data users
- Design of monetization features
- Retention features balancing

Conceptualization and development of **Ballz Rush**, made in collaboration with Ketchapp

- Design of the mechanics
- Pace balancing
- Gamefeel tweaking
- Game's economy balancing

2016: **Level/Game Designer intern, Fishing Cactus**, Mons, BE (4 months)

Entire rework of an pre-made project, **Chicken Town** is a runner on smartphones, made with Unity and a small budget.

- Design of every mechanics
- Design and integration of level patterns
- Gamefeel tweaking
- Balancing

Working at the same time on Research For Proposals.

- Design of mechanics according to a budget
- Market analysis
- Gamification
- Serious Game

### Education

2012 - 2017 (Master's degree): **Supinfogame Rubika, Management and Game Design**, Valenciennes, France

- Game Design
- Level Design
- Management
- Prototyping
- Ergonomy
- Projects development

2016 - 2017 : **Development of The Key** (student project), First Person anguish game, Unity (9 months)

- Design of every mechanics
- Design of AI
- Design of LD tools
- Conception of the LD
- Script writing
- Narrative Design

### Skills

#### Design:

- Level Design
- Camera Design
- System
- Monetization

#### Development:

- Unity
- Prototyping (C#)
- Cosmos
- UE4

#### Management:

- Jira
- Hansoft
- Asana

#### Versionning:

- Git
- Plastic
- Perforce

#### Languages:

- French (mother tongue)
- English (professional)

### Hobbies:

**Video games:** Adventure (Zelda, The Last of Us, Journey)  
Action (Batman Arkham, Spiderman, Uncharted)  
Multiplayer (Overwatch, Splatoon, Towerfall)

**Movies :** Star Wars!!  
Grave of Fireflies  
12 Angry Men

**Others:** Practiced handball for 8 years  
Played piano for 5 years  
Taking selfies with strangers

Trips:

