

### Professional experience

2019: **Quest Designer, Big Bad Wolf**, Bordeaux, FR (since november 2019)

Design, creation and debugging of several chapters of **Vampire the Masquerade: Swansong**, a choices-based narrative RPG made for PC and consoles, made with Unreal Engine 4.

- Quest structure design
- Writing of micro narrative issues
- Level Design and blocking
- Scripting of the quest events
- Design and scripting of puzzles
- Sctructure of dialogs
- Playtest management
- Dialog reviews

2018: **Level Designer, Magic Design Studios**, Montpellier, FR (1.5 year)

Design 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
- Scripted Level Design elements
- Visual assets and animations integration
- Placed and tweaked cameras in many levels

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)

Design of updates on **Smurfs: Epic Run**, a runner on smartphones made with Cosmos, a Ubisoft's engine.

- 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 a pre-made project, **Chicken Town**, a runner on smartphones, made with Unity and a small budget.

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

### Education

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

- Game Design
- Level design
- Video games analysis

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

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

### Skills and softwares

#### Design:

- Level Design
- Quest Design
- 3C Design

#### Development:

- Unity
- UE4
- Prototyping (C#)

#### Management:

- Jira
- Redmine
- Mantis

#### Versionning:

- Git
- Plastic
- SVN

#### 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:** Hiking  
Sport with friends  
Cuddling my cat

**Trips:**

