

# Hugo SAAL

## Junior Level Designer

✉ saal.hugo@gmail.com    🗨 Sheppard#9768  
☎ (+33).6.20.37.35.37    🌐 Hugo Saal

**Objective :** *Work Closely with team membersto make believable worlds  
and craft content that deliver a rewarding and exciting experience for the players*

## Game Projects

**Level Designer & 3D Artist @Croco'Devs** /Mars2020 - Present



- Designing all our game map and building most of them or rules the procedural map system
- Writing & illustrating the game / Art bibles for the projects
- Handling all the visual related part of the different project
- 3D modeling for props and location
- Working on jam game but looking forward to releasing a vertical slice in 2020

**Level Designer @ArtFX** /April 2016 - June 2017 ( > 1 yr 2 months)

**Rio 2050** (Unreal Engine 4) / FPS



- Designing the main map from the idea to the Draft (applying all the whole level design process)
- Writing the playthrough + the level chart
- Building the map with asset kit
- Level Scripting (Blueprint system of Ue4)
- Playtest for tweaking

**Level Designer @ArtFX** /Nov 2015 ( 8 days)

**Journey the demake** (Gamelab Studio) / Platformer



- Designing the 2nd and the 3rd worlds map from the idea to the Draft
- Writing the level chart for all the maps (a total of 3 )
- Building every levels

**Level Designer @Gatcha 2018** /Apr 2018 ( 48 hrs)

Best gameplay



**Grave Brothers** (Unity) / 2 players Party game

- Designing all the level's layout for the graveyard and the main lobby
- 3D modeling to building the level
- Building every levels and working on the level art

## Skills

### Level Design

- Level design documentation
- World design knowledge
- Pacing & player progression

### Game Design

- System Design
- Game Documentation
- Mind map & Concept Map
- Game Loops
- Paper Prototyping
- Game&Player Theories
- UI design

## Language

- French (Native)
- English (Proficiency)
- Italian (Basic Knowledge)

## Softwares

### Game Engines :

- Unreal Engine 4 (Blueprint) (Confirmed)
- Game maker & GM 2 (Intermediate)
- Unity (Basic Knowledge)

### 3D | 2D Tools :

- Blender (Intermediate)
- Autodesk AutoCAD (Basic Knowledge)
- Adobe Photoshop (Intermediate)
- Adobe Illustrator (Intermediate)

### Office Tools :

- Microsoft Pack Office (Confirmed)
- Yed (Confirmed)
- Perforce (Basic Knowledge)
- GitHub (Intermediate)

## Education

Bachelor in Game and Level Design /Sep 2015 to June 2017  
@ArtFx, Montpellier, FR

Senior High School Diploma in Science /Sep 2010 to June 2014  
@George Duby High School, Marseille Area, FR

## Hobbies

- Magic The Gathering
- Board games creation
- Sketching
- Squash
- Watching Formula 1 & 24 hours of le mans

All project available on  
My Folio