



LEVEL DESIGNER

Objectives :

- Team player, adaptable, versatile
- Process improvement & workflow optimization
- Immersive environment & content creation
- Engaging and rewarding player experiences

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WORK EXPERIENCE

Jun 2022 - Current

Level & Quest Designer
(In-house Engine)

@Spiders, Paris, FR

- Designing levels from Start to Finish
- Design & Script Narrative Quest
- Handling Excel pipeline for GD & LD
- Guided actors and voice director during voice recording sessions

Mar 2020 - Jun 2022

Level Designer & 3D Artist
(UE4 & Blender)

@Croco'Devs, Remote

- Designing map from Start to Finish
- Writing & Illustrate the Game/Art Bible
- 3D modeling for props and locations

EDUCATION

Sep 2015 - Jun 2017

Master's Degree in Level & Game Design

@ArtFx, Montpellier, FR

SKILLS

Level Design

- Level design documentation
- World building knowledge
- Pacing & player progression
- Work with Game designers & Artists
- Developed tools to streamline and facilitate the work of fellow designers

TOOLS

Game Engine

- Unreal Engine 4 & 5
- Spiders's Silk engine (in-house engine)

3D & 2D Tools

- Blender
- Maya (Basic knowledge)

Office Tool

- Microsoft 365 Tools
 - Excell / Powerpoint / Word
- Tortoise Svn / Perforce / GitHub

LANGUAGE

- French (Native)
- English (Professional)