

# Timothé DAUPLAY

## Level Designer

Available for an internship starting July 2021

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Location : France (able to relocate)

After scientific studies, in order to work in renewable energy engineering, I took a ninety degrees turn to do **game design** and **level design** at Supinfogame (french video game school). **Multi-skilling** is my master word but I'm willing to focus on one task in order to **perfect it**. I'm currently looking for an internship starting june 2020.

## SOFTWARE

### Advanced User

Unreal Engine 4 

Unity 

Photoshop 


Perforce 

GitHub  
GitKraken 

Microsoft Office 

### Basic Knowledge

Id  InDesign

 FL studio

 Audacity

 Jira

 Confluence

 Wwise

## EDUCATION

### 2019 - 2021 (ongoing)

#### Master of Game Design and Management

RUBIKA Supinfogame Valenciennes, France

### 2018 - 2019

#### Bachelor Rubika in Game Design

RUBIKA Supinfogame Valenciennes, France

### 2017 - 2018

#### Bachelor's Degree in Science for Engineering

University of Perpignan, France

### 2015 - 2017

#### Two year university degree in Physical measurements

University of Paul Sabatier, Toulouse, France

### 2015

Baccalaureat in Sciences (A-level), Perpignan, France

## EXPERIENCE

### July 2020

Level Designer intern at **Tako Studio**, Paris, France

Remote work on **Minimal Move** a puzzle game released on Steam.

### August 2018 & 2019

Animator of video game summer camp, Nimes, France

Installation of animations and games, management of 30 children.

### July 2018

School teacher trainee for an internship, Montreuil, France

Helping children to learn in class, setting up a lesson.

### April - June 2017

Physical measurements intern at the **IRAP - CNRS** (Astrophysics)

Research and setting up tests of measuring, Toulouse, France

## PROJECTS

### Jivana (on going) - UE4

Lead Level Designer | Game Designer

Graduation project at RUBIKA Supinfogame, in **pre-production**.

- **AAA adventure puzzle** type game.
- Level design **intentions**
- Exploration and **puzzle** design.

### Unreal Tournament 4 : Free for all - UE4

Level Designer

**Blockout** of a 4 players map. **Player's intentions** are gathering informations through observation before jumping into the fray.

- Use of **BSP**.
- Lighting.

### Skyrim : Sheogorath's Stick - Creation Engine

Level Designer

First step of a **dungeon's quest** in the **Skyrim** universe.

- Environmental storytelling.
- **Gameplay** and narrative intentions.

## SKILLS

### Level Design

**Narrative intentions**

**Gameplay intentions**

Contrasts (pictorial, spatial, semantic)

**Exploration** and **Puzzle** Design

Blockout

Metrics map

Difficulty balancing and learning curve

### Game Design

Documentation/research

Project management

System design/puzzle

Prototyping (BP/C#)

## LANGUAGE

**French** Native

**English** Working proficiency

## INTERESTS

### Video games

Adventure/exploration, puzzle, management, innovative indie games and... sport.

### Improvisational Theatre

Practicing **improvisational theatre** for **3 years**.

Matches and improvisation concepts on stage.

### Rugby

**8 years** at regional level as flanker.

We were French champions (C).

### Sciences

**Renewable energies**, materials, forests biodiversity and communication between trees.

### Music

3 years of **piano** and 4 years of **drum** lessons.