

Timothé DAUPLAY

Level Designer

Available for a job from January 2022

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Location : France (able to relocate)

After engineering studies, in order to work in renewable energy, I took a ninety degree turn to do **game design** and **level design** at Supinfogame (french video game school).

I'm a **sensitive level designer** in love with **contrasts** and i'm looking for **the studio** that **will suit me best**.


SOFTWARE

Advanced User


Unreal Engine 4 

Unity 

Photoshop 

Perforce 


Github 

GitKraken 


Microsoft Office 

Occasional User

Id  InDesign

 FL studio

 Audacity

 Jira

 Confluence

 Wwise

SKILLS

Level Design

Narrative/gameplay intentions

Rational Level Design (RLD)

Contrasts (pictorial, spatial, semantic)

Exploration and **Puzzle** design

Blockout/world building (landscape and BSP)

Environmental Storytelling

Difficulty balancing and learning curve

Game Design

Documentation/research

Project management

System design/puzzle

Prototyping (BP)

LANGUAGES

French Native

English Working proficiency

INTERESTS

Video games

Action/adventure, **exploration**, open-world, puzzle, management, innovative indie games.

Improvisational Theatre

Practicing **improvisational theatre** for **3 years**. Matches and improvisation concepts on stage.

Rugby & sport

8 years at regional level as "flanker". Sports lovers in general.

Sciences

Physics, **renewable energies**, and **SF reader**.

Music

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

PROJECTS

Jivana - Unreal Engine 4

Level Designer | Game Designer

Graduation project at RUBIKA Supinfogame.

- Vertical slice of a **AAA adventure puzzle/platforming** type game
- Level design **intentions** and **blockout**
- **Exploration** (environmental storytelling), **contrasts** and **puzzles**

Gaelic Land - Unreal Engine 4

Level Designer

2021 blocktober participation. Construction of a town on an island, inspired by **Scottish castles**, which could be in "The Witcher 3".

- Use of BSP
- **"Open World"** type level

Snowy Train Blockout - Unreal Engine 4

Level Designer

Inspired by "**Snowpiercer**", project on **contrasts** in level design.

- Environmental storytelling
- **Contrasts curves** and **blockout**

EXPERIENCE

July - December 2021 (6 months)

Level Designer intern at **Cyanide Studio**, Nanterre, France

Work on the level design of **Pro Cycling Manager** and **Tour de France**.

July - September 2020 (3 months)

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

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

August 2018 & 2019 (1 month *2)

Group leader of video game summer camps, Nimes, France

Installation of animations and games, management of 30 children.

April - June 2017 (2 months)

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

Research and setting up tests of measuring, Toulouse, France

EDUCATION

2019 - 2021

Master's Degree in Game Design and Management

RUBIKA Supinfogame Valenciennes, France

2018 - 2019

Bachelor's Degree 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