

# Timothé DAUPLAY

## Junior Level Designer

Currently available for a job

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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 

InDesign 

Photoshop 

Perforce 

Github   
GitKraken

Microsoft Office 

### Occasional User

 Unity

 Blender

 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**

### Cathar Castle - Unreal Engine 4

*Level Designer*

Blockout of a 1st person **stealth game map** made during an internship at **Cyanide Studio**.

- Blockout and **balancing**.
- **Narration** and **environmental storytelling**

### 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

## 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