# Timothé DAUPLAY
## Game Designer / Level Designer
***Currently available for a job***

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📍 France, Nantes (able to remote work)

After engineering studies, in order to work in renewable energy,
I took a ninety degree turn to work in the field I'm passionate about, the **game design**.
I'm a **versatile**, **sensitive** and **involved game and level designer** in love with **contrasts** and **teamwork**.
I'm currently looking for **the video game studio** that **will suit me best**.

## MAIN SOFTWARE

Unreal Engine 4/5

Blender

Documentation

Photoshop (layout)

Version control

## MAIN SKILLS

**Game Design**
Defining core game **intentions**
**R&D** (analysis)
Game design **documentation**
Design and prototype **mechanics**

**Level Design**
Defining level **intentions**
**R&D**
Level **documentation** and **2D layout**
**Iterative** level design process
**Blockout/world building**
**Balancing**

## LANGUAGES

**French**      Native
**English**    Working proficiency

## INTERESTS

**Video games**
Enjoy playing to a lots of different genres but specifically **innovative indie**, **management**, **puzzle**, and **adventure** games.

**Improvisational Theatre**
**5 years** of **playing** on stage and **creating** my own plays (script, direction, lights and musics)

**Rugby**
**8 years** as **XV** regional level "Flanker", **2 years** playing **touch rugby**

## EXPERIENCE

**Game Designer | Level Designer - GAMAN GAMES**            **2022 - 2025**
*Nantes, France - Unreal Engine 5*                                                   *(3 years)*

**Innerquest** : 3rd person, platform/adventure in human body
- *Define core intentions, design corresponding mechanics*
- *Game **levels structure***
- *Design levels (entire process)*

**Moonwakers** : 3D top down, survival/exploration rogue like
- *Define core intentions, design 3C and systems*
- *Design **world procedural generation**,*
- *Design "tiles" (entire process)*
- *Gameplay programming*

**Level Design Intern - CYANIDE STUDIO**            **2021**
*Paris, France - In-House Engine*                                   *(6 months)*

**World building** and **level design** of the stages in ***Pro Cycling Manager*** and ***Tour de France***.

**Level Design Intern - TAKO STUDIO**            **2020**
*Paris, France - Unreal Engine 4*                           *(3 months)*

**Level Design** on ***Minimal Move*** a 3D side view **puzzle game,** available on steam.

## PROJECTS

**Game Designer | Level Designer - JIVANA**
*Unreal Engine 4*

**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**

## EDUCATION

**Master's Degree in Game Design and Management**            **2019 - 2021**
RUBIKA Supinfogame - *Valenciennes, France*

**Bachelor's Degree in Game Design**            **2018 - 2019**
RUBIKA Supinfogame - *Valenciennes, France*

**Bachelor's Degree in Science for Engineering**            **2017 - 2018**
University of Perpignan - *Perpignan, France*

**Two year university Degree in Physical measurements**            **2015 - 2017**
University Paul Sabatier - *Toulouse, France*