

LOUIS DUPRAT

LEVEL DESIGNER

**Mail**

louisduprat59@gmail.com

**Linkedin****Portfolio**

SOFT SKILL

Empathic
Teamwork
Adaptability
Active listening

HARD SKILL

Production

Trello
HacknPlan
Github
SourceTree
Blender
3DS Max

Game Development

Unreal Engine 4 & 5
Unity 3D
Gamemaker

Progammimg language

C#
Python

Documentation

Draw.io
Milanote
Miro
Powerpoint
Premiere Pro
Photoshop
Illustrator

LANGUAGES

French - Native language
English - Professional working

HOBBIES

Motorcycle
Retro gaming
Climbing : bloc / path

PROJECT

2021 - 2023

Shankha

Student project in 3D on Unity, adventure-action

Level Designer

- Design and blockout of the open world
- Level testing
- Quest design (main objectives / NPC / writing dialogue)

Game Designer

- Design of level ingredients and 3C

Rolly polly

Game Jam in 3D on Unity, 1 vs 1 asymmetric

Level Designer

- Design and blockout of the whole level

Game Designer

- Design and balacing of the mechanics

2020 - 2021

Overizer Movie Breakout

Student project in 3D in Unity, adventure-action

Level Designer

- Design and blockout of the whole level
- Design and implementation of puzzles
- Quest design (hidden objectives / achievements / easter eggs)

Game Designer

- Design of level ingredients and 3C

Ant tic story

Student project in 2D in Unity, puzzle plateformer

Level Designer

- Design and blockout of the whole level
- Design and implementation of puzzles

EXPERIENCE

2022 - 2025

ManagerSO Jump Trampoline Park
2022 - 2024 Versatile Employee

2022

Intern Level Designer / Game DesignerSIMAPTIC
Drafting and implementation of rules for a video game on first aid actions

2021

Intern 3D Artist

EASTECHNOLOGY

EDUCATION

2021 - 2023

Master Specialisation Game Design

Piktura - Roubaix

Specialisation GD / LD

2018 - 2021

License Designer Director 3D

Piktura - Roubaix