

MAXENCE DU MESNIL DU BUISSON

LEVEL DESIGNER

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France (Able to relocate)

Driving Licence

 FRENCH : Native

 ENGLISH : Work Efficiency

Interested in both level design and storytelling, I try **create a symbiosis between player's interaction and the universe** he travels through. I always seek to offer him **the most complete** and **original game experience possible with the least amount of mechanics** at his disposal.

Portfolio : <https://www.maxencedumesnildubuisson.com>

WORK EXPERIENCE

Curent **MR.NUTZ STUDIO** - 2 years+ (begin in July)

2021 **Level Designer**

- Design, prototype and build numerous complet **2D levels** for **Platforming** and **Beat'em all** games (35+ levels).
- Take part in **telling the original story** of a **licensed game** and in creating **numerous in-game cinematics**.
- Supported a **closing producer's work** on the completion of a game project under **severe time constraints**

2019 **VOLARELA** - 2 Month (Mid-July to September)

Level and Game Design & Programming intern

- Designed, Built and programmed several **mini-games, enigmas** and **puzzles for a young audience**.
- Managed the **lights** and **post-processing in the game levels**.

EDUCATION

2021 **BACHELOR'S AND MASTER'S DEGREE IN GAME DESIGN**

2016 **Rubika Supinfogame** - 5 years - Valenciennes, France

2016 **BACCALAUREAT STI2D SIN**

(British A-level in Science and Technology for Sustainable Development)

2015 **Jules Ferry Highschool** - 2 years - Versaille, France

PROJECTS

[LIVE ADVENTURE](#) - Adventure Game (PC/UE4)

 **Winner of the IGF 2022 BEST STUDENT GAME award**

Level Designer & Game Designer - 12 Month

- Design, prototype and build several **3D level parts** and **workshops for atypical controler**.
- Design **game mechanics** and 3Cs for experimental game concepts.
- Organises of numerous **playtests** to highlight problems in the levels and provide a coherent response to them.






[POKEMON RENAISSANCE](#)(on going) - RPG Fan Game (PC/PSDK)

Lead Narrative Designer & Level Designer - 3 years & +






- Writes **all wiki-based narrative documents**, the **entire lore** and **main story**.
- Creates the **layouts of all game 2D maps** and built and light many of them.
- Manage the **vision of the project** with the producer.
- Supports the **pixel art team** by producing any kind of **pixel art production**.

SOFTWARES

ADVANCED

-  Unity
-  Unreal Engine 4
-  Office Suite
-  Google Drive
-  Confluence & Jira

INTERMEDIATE

-  Photoshop
-  InDesign
-  After Effects
-  Source Tree
-  Perforce (PV4)

SKILLS

LEVEL DESIGN

Layout, Blockout, Level scripting, Storytelling, Documentation, Environment composition.

GAME DESIGN

Game concept, Psychology persona, Motivation, User interface, Balancing, Ergonomy, Systems.

PROGRAMMING

Scripting (C#, Ruby), Visual scripting, Unreal Blueprint, Prototyping (Unity).

OTHER (MANAGEMENT & GRAPHICS)

- Method scrum, Flexibility, Ability to adapt.
- Digital art, Pixel art, Traditional art.

GAMES I LIKE

- **Franchise games** that captivate me for their **vast universe and lore**.
(*The Legend of Zelda, Pokemon, Kingdom hearts, Final Fantasy*)
- Games with a **mysterious, melancholic and bewitching atmosphere** that make you want to discover and explore everything.
(*Hollow Knight, Outer Wilds, Nier, Ico, Bloodborn*)

HOBBIES

WRITING A STORIES :

Love to tell and draw **stories of concepts that transcend human nature**. I am currently designing 2 mangas on these themes.

MANGA & ANIMATION :

Influenced me the most culturally. My favorite genres are **Thrillers** and **Science-Fiction** : Blame!, Liar Game, Billy Bat, Summertime Rendering, etc..

OTHER INTERESTS :

Dreams, Astronomy, Science-fictions, Myths & Legends, Human psychology, Space & Time travel.