

MAXENCE DU MESNIL DU BUISSON

LEVEL DESIGNER

LOOKING FOR 4 TO 6 MONTH INTERNSHIP STARTING SUMMER 2021

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France (Able to relocate)

Driving Licence

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>

PROJECTS

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

Level Designer & Game Designer - 12 Month

- Design, prototype and build several **3D level parts** and **workshops for atypical controller**.
- 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.

[WRATH](#) - Tactical-Rpg Game (PC/Unity)

Level Designer & Game Designer - 2 Weeks

- Designed **game mechanics** and **3Cs** with the team.
- Designed and built several **2.5D level prototypes**.
- **Organised myself** to create a game experience **in a very short time**.

[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 many of them (including lighting).
- **Supports the vision of the project** with the producer.
- **Supports the pixel art team** by producing any kind of **pixel art production**.

WORK EXPERIENCE

2019 [VOLARELA](#) - 2 Month (Mid-July to September)

Level Design, 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**.
- Participated in the creation of the **game design document**.

EDUCATION

2021 [BACHELOR'S AND MASTER'S DEGREE IN GAME DESIGN](#)

2016 [Rubika Supinfogame](#) - 5 years - Valenciennes, France

2016 [BACCALAUREAT STI2D SIN](#)

2015 (British A-level in Science and Technology for Sustainable Development)
[Jules Ferry Highschool](#) - 2 years - Versailles, France

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.

LANGUAGES

FRENCH : Native

ENGLISH : Work Efficiency

GAMES I LIKE

- **Franchise games** that captivate me for their **vast universe and lore**.
(*The Legend of Zelda, Pokemon, Kingdom hearts*)
- 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*, etc..

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