

ABOUT ME

My applied arts background deepens my use and understanding of design fundamentals, to create memorable gameplay. With experience working in the AAA industry, and leadership position on student projects, my communication skills are a great asset, I bring a lot of enthusiasm to my work!

SOFTWARES



SKILLS

Level design
Game design & processes
Design documentation
Balancing and playtesting
Visual scripting [UE5/Decima]
Basic programming [C#]
3D modelling [Blender]
Presenting and communicating
Sketching

LANGUAGES

French - native
English - fluent (C2)
German - (B2)

ACHIEVEMENTS



Nominated for best student game (Sounds of Shadows)
Dutch Game Awards



Best student game finalist (DreadTome)
Game development world championship summer 2025

PROJECTS

Level designer | Hunter's Gathering - Guerrilla ongoing

Decima Engine | Team size: AAA | 1 year Internship | Announced

- Online Co-op action game, third person.
- Concepting, prototyping, iterating and **delivering 8 gameplay spaces**
- **Full ownership** over the content I designed
- Bugfixing, polishing and optimizing **content to a shippable quality**
- Concepting and prototyping gameplay elements and systems
- Contribute to **balance and difficulty tweaking**.

Level designer | DreadTome 2025

Unreal Engine 5 | Team size: 27 | 1 year | released on Steam

- First person action adventure shooter.
- **Managing the level design strike team**, with environment artists and other level designers, using the SCRUM framework.
- **Delivering 3 full levels (~25 min of gameplay)**, taking them through the full development pipeline.
- **Exploring and defining core gameplay loop**.
- **Sketching, communicating and presenting** ideas within the team.

Level designer | Sounds of Shadows 2024

Unreal Engine 5 | Team size: 24 | 16 weeks | released on Steam

- First person survival horror game.
- **Managing the level design strike team**, working with environment artists, using the SCRUM framework.
- Collaborated on **designing and concepting core gameplay loop**.
- **Collaborated to design and deliver 3 full levels (~15 min of gameplay)**, using a standard development pipeline.

Level designer | The Return of the King 2023

Trenchbroom | Team size: solo | 10 weeks | released on Slipseer

- Custom Quake level.
- **Concept, design and deliver a complete game-ready level**.
- With a focus on **combat encounter design and scripted content**.
- **Published and playtested** with members of the Quake mapping community.

EDUCATION

Breda University of Applied Sciences ongoing

Bachelors in Creative Media and Game Technologies

United Worlds Colleges (UWC) Pearson College 2022

International Baccalaureate Diploma

Technological high-school Des Arènes 2017

Applied arts and design degree