

FLORENT MARTINAIS

Level & Game Designer

Looking for new opportunities

AVAILABLE FROM
JULY 2019

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IT Skills

Visual Scripting

Level Building

Programming

Adobe Suite Ai, PS, Id

basics familiar advanced

Languages

- French : native

- English : fluent

Hobbies

Games : Board games, card games, pen and paper (GM), RPG, indie, versus fighting

Japanese animation

Science and new technologies

EXPERIENCE

jan. 2019 - current **Ubisoft** (Montreuil, France)

World Building Dev Tester, *GhostRecon Breakpoint*
Design and organise quality test plans,
Communicate with QC teams and developers,
Help world builders on debug tools and engine.

feb 2016 **Quantic Dream** (Paris, France)

march 2018 **Game Builder NPC** on *DETROIT*

Design and implementation (visual scripting, building) of every element linked to non-playable characters, from AI to cutscene arrangement.

sept.-dec. 2015 **Cyanide Studio** (Nanterre, France)

Level Builder intern on *Tour De France*.
Work on environment credibility and realism problematics.

july-sept. 2014 **Trident College** (Nagoya, Japon)

Game development on Nintendo 3DS and mobile. Project presentation to h.a.n.d, Nipon Ichi Software and From Software

may-july 2011 **Bigben Interactive** (Lesquin, France)

Industrial designer intern

EDUCATION

2012-2015 **Master degree in Management & GameDesign**, *SUPINFOGAME* (Valenciennes, France)

2010-2012 **BTS -technical degree-** in Industrial Design
ESAAT Roubaix

2009-2010 Leveling year in decorative arts
ESAAT Roubaix

2009 High school diploma in science.

PROJECT

2014-2015 **Warpath** - real time strategy game
End of study project (1 year), team of 7
Level designer, level builder, game designer

PROFESSIONAL PROFILE

- Highlight the strong link between **level design**, **aesthetic** approach and **technical** solution
- Focus on **user experience**
- **Curious**
- Want to **learn** and **progress**