

FLORENT MARTINAIS

Level Designer

Looking for new opportunities

Available at any time

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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), indie games, versus fighting

Japanese animation

Scale modelling

EXPERIENCE

aug. 2020 - current **Ubisoft** (Montreuil, France)
Level Designer, *Skull & Bones*
Design and implementation (Anvil) of semi-procedural content in an open world.

jan. 2019 - july 2020 **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 - march 2018 **Quantic Dream** (Paris, France)
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.

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.**

PROFESSIONAL PROFILE

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