

FLORENT MARTINAIS

Level & Game Designer

Looking for new opportunities

AVAILABLE NOW

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IT Skills

Visual Scripting

Level Building

Programming

Adobe Suite Ai, PS, Id

basics familiar advanced

Languages

- French : native

- English : fluent (TOEIC: 945)

Hobbies

Games : RPG, indie, versus

fighting, board games, card

games, pen and paper (GM)

Manga and japanese animation

Science and new technologies

Piano practice

EXPERIENCE

- 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

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