

FLORENT MARTINAIS

Level & Game Designer

Looking for new opportunities

**AVAILABLE FROM
JANUARY 2018**

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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
- current

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. 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**