

MY PROFILE

Hello there!

I am a junior level designer specialized in 3D environments : open world or close quarters. I am looking for new opportunities!

EXPERIENCE



Borderlands 3

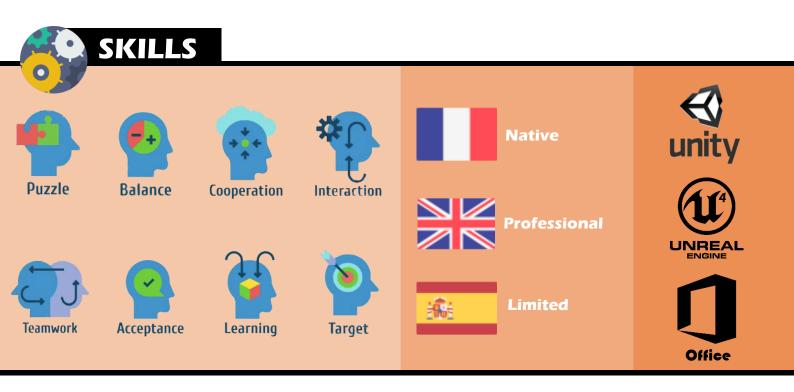
During my internship at Gearbox Québec (6 months), I had the opportunity to work on the DLC 1 and 2 of Borderlands 3.

It was the chance to put into practice my learning in level design in an AAA studio on a multiplayer FPS.

While in my internship, I was responsible for creating battle arenas. To do this, I had to create them with various tools like landscape and blocking on UE4.

In addition, I also had to deal with the fights and the balancing of them.

It was an extremely enriching experience because I had to work with different trades while respecting the constraints of a large production. This has allowed me to sharpen my communication skills and to understand the obligations of other professions in order to create a qualitative product.



EDUCATION

écoles aries

Création digitale

ARIES SCHOOL

Game Design Bachelor Degree

- Level Design
- Game Design
- Management
- Storytelling
- School projects

