ROBIN ARPIZOU
LEVEL DESIGNER

CONTACT

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LANGUES

FRENCH - Native language

ENGLISH - Advanced

SPANISH - Basic

HOBBIES

EXPERIENCE

2017 - 2018	**Intership Level Designer - The Division 2** Design of a main mission (Layout & Script), coordination of all differents departments related to the mission needs (Level Art, Narratives, Sounds design, FXs , etc.).
2018 - 2019	**Level Designer - The Division 2** Various tasks (Layout, script, debug, dressing, staging, documentations, tutos, etc.) on main and econdary missions, open world activities, debug of the open world, I've also strongly participated on the creation of the first 2 raids in a Ubisoft game (prototypes, iterations & ship).
2019 - 2020	**Confirmed Level Designer - Rider Republic** Multiples tasks (Event's layout, script, dressing, staging, terrains changes in Zbrush, documentations, tutos, modelisations of needed props, houdini tools, etc.) Design of new content in the game (Event, park, races, multiplayer arenas, etc.).
2020 - 2021	**Confirmed Level Designer - AC: Vahalla** I was responsable of all activities & POI in the region Ulster in the DLC: Wrath of the druids. Design, production & ship.
2021 - 2022	**Confirmed Level Designer - BGE 2** Pre-production, various tasks that imply modelisation, help on tool design & UX. procedural generation, etc.

EDUCATION

2006 - 2008	Technical Shool degree in Electrical Engineering.
2009 - 2011	Baccalaureat in Industrial Design.
2012 - 2013	'MANAA' - Update in applied art.
2013 - 2014	A year working to fund my Bachelor's degree.
2014 - 2017	Bachelor 's degree in Game Design.

SKILLS

LEVEL DESIGN

- Creating gameplay phases & staging.
- Creating learning phases.
- Build the flow channel.
- Balance between storytelling & gameplay.
- Harmony between objective, challenges & rewards.
- Matrix analysis MDA - OPC - CPR.
- Development & drafting of Level design documents.
- Scripting (I've mostly used blueprint/nodes scripting)
- 3D Modelling.
- Lighting.
- Pipeline & workflow experience.
- Tutos creations
- Tools UX

SOFTWARES

- Snowdrop - Game engine
- Anvil - Game engine
- Voyager - Game engine
- Unreal - Game engine
- Unity - Game engine
- 3ds Max - Modelisation
- Zbrush - Sculpt
- Substance - Texturing
- Adobe suite - Info 2D
- Microsoft Office - Documentations
- Jiras, P4V, Teabox - Data managements
- Programmation languages (basics):
  C, C++, Javascript, Lua, Html, CSS