

Work experiences – Game Development

- **Game / Level Designer** 02/2024 – 02/2025
Balio Studio, Mons, Belgium
Independent studio, ~20 persons, focused on youth IPs
 - **Map making for 3 different projects** : adventure/stealth, 3D platformer, 2D platformer
 - **Grey blocking of around 30 levels 2D and 3D**
 - **Quest design** highlighting gameplay mechanics and IPs specific features, distributing narration during missions as well as design of objectives and guidance according to the environment.
 - **Documentation about** game mechanics, level and narrative design to maximize collaboration between design art, and dev teams
 - **Writing of 3000 dialogues**, revision and correction of 7000 dialogues and barks to ensure conformity to IPs owners requirements on **Totally Spies Cyber Mission Project**
 - **Integration of interactive elements in Unity** using tools made by the devs (enemies, events, collectibles, ...)
 - **Iterations, tweaking and debug of the levels** following QA feedbacks in order to fit the lead game designer vision.
- **Narrative Designer Intern** 09/2023 – 11/2023
Ludogram, Lille, France
Independent studio, ~20 persons, focused on narrative experiences.
 - **Integration of 12 interactive scenes in Unity via an XML tool** made by the studio (Ludoframe).
 - **Test, check and debug of in game choices and their consequences for ±25 scenes** to ensure their conformity to the documentation
 - **Staging of gameplay elements** (character placements, props, choices areas, vfx, ...) in order to highlight the story and ease player interactions.

Scholarship

• Game Design Bachelor	Institut Artline	2019 – 2021
• General game development preparatory class	Gamesup	2017 – 2018
• Literary Baccalaureate	Lycée Ella Fitzgerald	2017

Other work experiences

- Ski resort cashier, ski lift customer agent, local product seller, vineyard worker

Languages

- French – First language
- English – C1, Advanced

Software

- Unity, Unreal Engine, Twine, Construct
- Office suite, Photoshop, Microsoft Visio
- Notion, Miro, Click-up, Mantis
- Communication, rigour, curiosity, teamplayer

Projects

- **Asterix & Obelix Mission Babylon**, Balio Studio, October 2025
2D Platformer, one to two player in cooperation
- **Totally Spies Cyber Mission**, Balio Studio, October 2024
Adventure/stealth, one to three players in cooperation
- **Worlds Of Aria, Ludogram**, September 2024
Narrative tabletop role-playing game, one to four player in cooperation
- **Canceled project**, Balio Studio
Third person 3D adventure platformer based on a comic/TV show youth IP.

More information

- Hobby: arts and crafts, plant based cuisine, cataloging of unusual places on maps
- **Available immediately, open to relocate**