

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

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| • 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

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

Projects

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| <ul style="list-style-type: none"> 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 | <ul style="list-style-type: none"> 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. |
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More information

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