



Paul Barbier

Level designer

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FORMATION

- 2017 - 2019** Master's Degree in Game Design - JMIN
ENJMIN - National School of Games and interactive digital medias - Angoulême, France
- 2016 - 2017** Btech in Game & Level design
Université Paris XIII - Bobigny, France
- 2014 - 2016** MMI - Higher National Diploma
Multimedia & Internet Jobs - Saint-Lô, France

Languages

- 🇫🇷 Native 🇪🇸 B2 level
- 🇬🇧 Fluent (TOEIC) 🇯🇵 Learning

EXPERIENCES

Crown Wars - AA Turnbased tactical

2023
-
2021



Crown Wars is the latest incoming Artefact's tactical game set in France, during the Hundred Years' War. Manage your castle and battle party to overcome evil's forces.

Role : Level Designer

Engine Used : Unreal Engine

Team size : +50

Time : +2 years

- Creation of **Main & secondary story levels**, from concept to debug, with **initial researches** about areas, pacing, gameplay and walkthrough propositions
- **Creating and maintaining level design documentation** using macro & micro spreadsheets, layouts...
- Improving level design pillars **consistency** with other game modes/designers
- **Blocking out levels** using blockmeshes & terraforming
- **Mission & Walkthrough scripting** using Unreal visual scripting & custom-made tools
- **Gameplay, scripting & AI assets integration**
- **Quality assurance and iterating** on my own work
- **Basic set/proddressing**

The Smurfs : Mission Vileaf - AA Platforming Adventure

2021
-
2020



Mission Vileaf is the first 3D smurf's platforming game from Osome. Embodly 4 different smurfs in a journey to heal the forest's intoxication caused by Gargamel.

Role : Level Designer

Engine Used : OEngine

Team size : ~20

Time : 9 months

- Creation of **two levels**, from concept to debug, with **researches** about pacing, gameplay and walkthrough propositions
- Presenting and maintaining level documentation about my levels
- **Blocking out levels** using custom-made blockmesh libraries
- Creation of '**action blocks**' scenes in editor to quickly test and validate **fun and interesting gameplay modules ideas**
- **Walkthrough / Puzzles / Combat events & AI behavior scripting** using the built-in OEngine tools
- **Gameplay, animation, AI & narrative assets integration**
- **Basic set/proddressing**
- **Quality assurance and iterating** on my own work

Tell Me Why - AA Narrative-Adventure game

2020
-
2019



Tell Me Why is the latest narrative adventure game from DONTNOD. In this intimate thriller, reunited twins Tyler and Alyson use their special bond to unravel mysteries.

Role : Level Designer

Engine Used : Unreal Engine

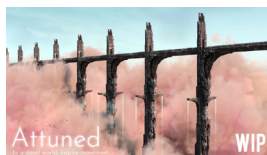
Team size : +60

Time : 1 year

- Creation of **two levels** including from concept to debug with **researches** about areas, pacing, gameplay and walkthrough propositions
- **Blocking out levels** using blockmeshes & terraforming
- **Walkthrough / Events, dialogs & behavior scripting**
- **Communication** of technical scripting tool needs
- Create and maintain **design documentation** about mocap animation recordings and needs
- **Gameplay, narrative & mocap animation assets integration**
- **Basic set/proddressing**
- **Quality assurance and iterating** on my own work

Attuned - Master's second year ending project

2019



3rd person action/exploration game where your abilities result from the terrain the character's on.

Role : Game & Level Designer
Narrative designer assistant

Engine Used : Unreal Engine

Team size : 8 people

Time : 4 months

- Define project's vision and coherence between mechanics and meaning
- Helping to create the worldbuild and lore behind the game
- Design and communicate through illustrated documentations the core mechanic and main features of the game
- Iterations about level design and pillars of challenge to provide an idea about our difficulty curve and how we can shape it
- Creation of several level design greyblocks with playtests constraints

Sushee, Indie studio - QA testing internship

2017



Fear Effect : Sedna is an isometric action/adventure game set on the Fear Effect universe.

Role : QA tester

Engine Used : Unity

Team size : 12 people

Time : 5 months

- Adding tickets in database and organise it
- Putting a priority tag system in place considering the needs of the dev team
- Updating the ticket database for the current milestones
- Establish testing plans considering the goals of the current milestone

Game jams & personal projects


From
2014

- Really into game jams such as GGJ, Ludum Dare...
- Eager to learn new things about Level Design, Game Design, modelling and coding (Prototyping, pitching, documentations...)
- Interested in a lot of fields aside from Game / Level Design, like graphic design and architecture (Trying a lot in basic 3D modelisation, texturing and animation, in 2D assets/animations too)

SKILLS

- 3D & 2D level design, from conception to finished state
- Blocking out spaces guiding players effortlessly and iterate on player's flow effectively
- Communicate levels and missions infos with documentation and maintaining it
- Great ease of communication with any role of the devteam
- Ability to understand and craft a player's emotional journey through a level
- Mission, AI, cutscene and puzzle scripting
- Mechanic/gameplay module design


Conscientious


Patient


Open-minded

Applications I'm used to :



INTERESTS

- Making levels that makes people feel connected to the game's world & narrative
- Level design theory and user experience
- Proposing fresh experiences with a focus on player's guidance
- Working with others ♥
- Interested in architecture & sociology
- Very curious about Japanese / Korean cultural content. Including music, movies, video games, art...
- Cosplay with the creation of accessories and clothes (Sewing, 3D printing, embroidery, crafts, DIY...)
- Traditional & digital drawing
- Cats, cats & cats 🐱