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
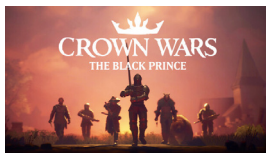Multimedia & Internet Jobs - Saint-Lô, France

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 blockmeshs & 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/propdressing

The Smurfs : Mission Vileaf - AA Platforming Adventure

2021 - 2020

Mission Vileaf is the first 3D smurf's platforming game from Osome. Embody 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/propdressing
- 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 blockmeshs & 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/propdressing
- Quality assurance and iterating on my own work

2019

Attuned - Master's second year ending project

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

2017

Sushee, Indie studio - QA testing internship

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 modeling, texturing and animation and 2D assets/animations too*)

SKILLS

- Making **detailed overviews of level layouts** with the walkthrough, pacing, flow, challenges & encounters.
- **Greyblocking spaces** while keeping **player's orientation and exposure to the gameplay/narrative** in mind
- Great **ease of communication** with **any role of the team**
- Ability to **understand** and **control a player's emotional journey** through a level, campaign
- Great **artistic sensibility**. Can use **framing, visual and sound cues to assure player's guidance** in my levels
- Mission, AI, encounters, cinematic, mocap, narrative and graphic **assets integration**
- Level/behavior scripting using **in-house tools and visual scripting**

Conscientious   Creative   Enthusiastic

Applications I'm used to :

INTERESTS

- Making levels that makes people **strongly feel**
- **Level design theory** and **user experience**
- Learning new things about **art and composition techniques**
- **Working with others** 💙
- **Traditional** & **digital drawing**
- Interested in **architecture** & **sociology**
- Loves **Japanese / Korean cultural content**. Including music, movies, video games, art...
- **Cosplay** with the creation of **accessories and clothes** (*Sewing, 3D printing, embroidery, crafts, DIY...*)
- **Cats, cats** & **cats** 🐱