

# VAL ISAUTIER

## Game Developer



+33 6 26 41 40 99



[val.isautier@gmail.com](mailto:val.isautier@gmail.com)



<http://brutalibre.github.io>

I'm a Technical Level Designer and Gameplay Programmer looking for new job opportunities in **Montpellier, Bordeaux** or **remote**.

## SKILLS

### DESIGN



Mechanics and gameplay



Levels and worlds



Player experience



Visual scripting

### TOOLS



ProBuilder



PlayMaker



Bolt

### PROGRAMMING



Unity, C#



Processing



JavaScript



CSS/HTML



Git



Plastic

## INTERESTS



Indies, coop



Sports



Animaux

## EDUCATION

### MASTER'S DEGREE IN GAMES

2017 – 2019

*CNAM-ENJMIN, Angoulême*

Section: Game Design

### COMPUTER SCIENCE MASTER'S DEGREE

2011 – 2016

*ECE Paris, Paris*

Section: Information Systems (English-speaking class)

## EXPERIENCE

### LEVEL DESIGNER

OCT 2019 – FEB 2020

*[Magic Design Studios](#) – Montpellier*

- Fixed pre-release level design bugs with **Unity** and **PlayMaker** on **Unruly Heroes Mobile**.
- Designed **level and gameplay elements** along with tools for **procedural generation** for an unannounced rogue-like game.

### LEVEL DESIGNER & DEVELOPER

MAR – AUG 2019

*[GearProd](#) – Montpellier*

- Programmed a variety of tools, utilities, and features for Echo Squad (**C#** for **Unity**, **C++**, **C** for embedded software, **network** programming).
- Designed and implemented the **level** for the new **multiplayer mission** with **Unity** and **Blender**.

### GAME & LEVEL DESIGNER

OCT 2018 – MAR 2019

*[Peak](#) – Master's Degree project at ENJMIN*

- Created the vertical slice for an **arcade** game mixing **gliding** and **boss fight**.
- Designed **mechanics** and **interactions**, **level**, **world** and **narration**.
- Created and implemented the level design on **Unity** with **ProBuilder**, **Gaia** and **Polybrush**.

### GAME DESIGNER & DEVELOPER

FEB – JUL 2018

*[Every System Down](#) – 1st year Master's project at ENJMIN*

- Created an unique experience **between video game and escape room**
- Programmed for **Arduino** and **Unity** ; designed and built the **mechanisms**, **mechanics**, **levels**, **narration** and **player experience**.

### FRONT-END WEB DEVELOPER

MAR 2016 – SEP 2017

*[Smile Open-Source Solutions](#) – Asnières-sur-Seine*

## LANGUAGES



Fluent



Native



Beginner