

MAXIME LYON

LEVEL DESIGNER

FORMATION

Kumi Souls Game

October 2022 - May 2023

The Last Faith

Level Designer

- Level Design of the game following specific documentation
- Enemies / NPCs positioning
- Items positioning

Video Games professions School

2018 - 2022

Interactive Art & Design (IAD), Montpellier

Open World Project with Mission Design

Level Designer - 2022

Left 4 Dead 2 Inspired Campaign Project

Game & Level Designer - 2021

- Individual Work / Time management with Deadline
- Level Design with staging, resources positioning, enemies, lights, navigation and micro LD
- Level Design faithful to the reference and consistent with an existing location

4th year

Study of Infiltration Level Design and LD tools

TPS Prototype

Game & Level Designer - 2021

- Individual Work / Time management with Deadline
- Creation of a functional proto-gameplay in a short time

Multiplayer FPS Project

Game & Level Designer - 2021

- Teamwork / Project management in a group over a long period of time
- Respecting the constraints imposed (inspired by the Nidhogg game)
- Level design in tight spaces (train carriage)
- Autonomy and initiative

3rd year

Creation of a Narrative Level Design

VR Project

Game & Level Designer - 2020

- Teamwork / Individual
- Discovering VR

Creation of 2 FPS Multiplayer levels (Unreal Tournament)



CONTACT

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SKILLS

- French : Native Language
- English : Read / Spoken / Written
- Ubisoft Certification
- Driving Licence
- Baccalauréat Scientifique (French)


- Mastery of Level Design
(Learning, Difficulty, Balance)
- Technical Level Design
(Prototyping)

SOFTWARE

 - Unreal Engine

 - Unity

 - GitHub

 - Photoshop

 - Suite Google

HOBBIES

History

Video Editing

Mapping (Warcraft III)

Video Games

Mangas / Animes