

Philippe CWIK

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eSports Level Designer and Artist

Skills

Balancing



Scripting



Unity



Readability



Rational LD



Unreal Engine



Environment Art



Scrum



Galaxy Engine



Experience

- Jan 2017– Aug 2018 Front-end web developer in apprenticeship – OnMap
- Creation and improvements in Javascript (AngularJs) on OnMap's serious gaming platform
- Jan 2016 – Dec 2016 Front-end web developer in apprenticeship – Dimelo
- Customizing Dimelo's platforms with Javascript (jQuery) and Ruby
- 2007 – 2019 Community level designer for Starcraft: Brood War, Starcraft 2 and Planetary Annihilation tournaments and ranked games
- Extensive knowledge about the inner workings of real-time strategy games which is used to create high quality levels
 - Creating maps for fixed deadlines
 - Whiteboxing, balancing and environment art on maps
 - Testing and adjusting the layouts of the levels
 - QA on maps made by team members of ESVTV during 2011 and 2012
 - Multiple maps used by high caliber tournaments (MLG, IGN) and Blizzard in their official ranked games map pools

Education

- 2017 – 2018 Incomplete master in computer science and programming – ETNA, Paris
- 2016 Bachelor degree in computer science and programming – ETNA, Paris
- 2012 – 2015 Bachelor degree in E-business and webmarketing – Sup'Internet, Paris
- 2010 – 2011 First year in a bachelor's degree in art history – University Paris 10
- 2009 – 2010 First year in a bachelor's degree in psychology – Université Paris 8