

Level Design Intern

Philippe CWIK

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 SUPEROUMAN

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About me : Level designer with 10+ years of experience in making multiplayer maps for Real-time Strategy Games like Starcraft 2. I am looking for an internship in level design to expand my skills in other game genres.

Skills

Unity: Advanced

Unreal Engine: Advanced

Photoshop: Advanced

C#, Lua scripting: Advanced

Balancing: Advanced

Rational LD: Advanced

Level building: Excellence

Readability: Excellence

Scrum: Advanced

French: Native language

Polish: Native language

English: Proficient

Experience

2019 - 2020

Creation of 6 Starcraft 2 maps used in official ranked games map pools

- Layout sketching, whiteboxing, playtests, iterations, level building, QA

2019

Student projects

- Tripway – Psychedelic autorunner set in Paris' Subway

- Décroissance – Board games around the theme of Degrowth

2017 - 2018

Front-end Developer – OnMap (19 months work-study)

- Programming in Javascript on OnMap's **serious gaming** platform

2016 - 2016

Front-end Developer – Dimelo (12 months work-study)

- Programming Javascript and Ruby

2013 - 2015

3 internships as a Search Engine Optimizer assistant

2012

Creation of my first Starcraft 2 map used in official ranked games

2008

Creation of my first Starcraft 1 map used in large community tournaments

Education

2019 - 2020

Professional Bachelor's Degree in Game Design: Level designer and Game designer

- IUT Bobigny – Paris 8 University

2015 - 2018

Software architecture engineering and Apps design

- Master's – Applied Digital Technologies School (ETNA)

2012 - 2015

Bachelor e-business & webmarketing – Sup'Internet

2010 - 2011

First year of Bachelor in Art History – Paris 10 University

2009 - 2010

First year of Bachelor in Psychology – Paris 8 University