# Retailleau Brice
## Level Designer

## MY PROFILE

About Me !
My name is Brice, I'm 23 years old, and I'm a Level Designer with 2 years of experience at Cyanide, where I worked on Styx: Blades of Greed.

I graduated from ICAN and also completed an internship at Gameloft, specializing in mobile gaming.

I'm passionate about racing games, whether arcade or simulation (Trackmania, Assetto Corsa), as well as competitive FPS titles like Apex, Overwatch, and Valorant. I draw inspiration from their mechanics to refine my vision of level design and game feel.

I've also created levels using various editors such as Aragami, Trackmania, VVVVVV, and Portal, which has allowed me to experiment with diverse gameplay styles.

## SOFTWARE SKILLS

- Adobe *Illustrator* / *Substance Painter*
- *Blender* ( LowPoly / semi-realistic )
- *Unity* (Understanding of the interface as well as basic knowledge of C#.)
- **Unreal 5** ( 2 years of professional Level Design experience.)
- *Office* (Excel, Word, Powerpoint)

## LANGUAGES :

**English**: B2
**French** : Native

## MY CONTACTS :

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## PROFESSIONAL EXPERIENCE

### Junior Level Designer
### (2 years July 2023 - July 2025)
### *Styx Blades Of Greed Cyanide Studio*

- **Level Blocking:** Creation of map blockings from early blocking stages to a finalized version.
- **Quest Design :** Design and implementation of complete missions including scripting, defining objectives and markers, as well as writing temporary dialogue.
- **3D :** Creation of several 3D assets used both for blocking and for integrating gameplay elements.
- **Scripting :** Implementation of fully scripted situations using Blueprints (Unreal Engine).

### Stage // Level Designer - 3D Artist (2 months)
### *Gameloft Paris*

- **Level Designer / QA – *Tactic Squad (Tactical Game Mobile)* :**
  - Design of playable and balanced levels.
  - Detection, documentation, and tracking of bugs during testing phases.
- **Level Designer – *AutoMonster(AutoBattler Mobile)***
  - Creation of the prototype map in line with gameplay direction.
  - Implementation of initial mechanics and level design intentions.

- **3D Artist – *Kitchen Clash(Casual Minigame Mobile)***
  - Modeling and texturing of stylized cartoon assets using Blender.
  - Integration of elements into the game engine while respecting the artistic direction.

## EDUCATIONAL BACKGROUND

### Game Design School (Ican) 2020 -2023

- *Game Design*
  - *Writing comprehensive game design documents: 3C, OCR, game systems, etc.*
- *Level Design*
  - *Creation of 2D levels (Mario-style) and 3D levels: Portal-like FPS, FPS prototype under Unreal Engine 4, stealth level inspired by Styx under UE5.*
- *3D / Intégration*
  - Low poly and semi-realistic modeling, UV mapping, texturing (non-organic).
  - Creation of assets in Blender for integration into various game engines.
- *Sound Design*
  - *Sound creation using Reaper / FMOD and sound integration in Unity.*