


FLORIAN ESCHALIER

Game & Level Designer | Environnement Artist

Looking for a 2-4 month internship from June to October 2019

PORTFOLIO

 eschalierflorian.com/projets


CONTACT

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 linkedin.com/in/florian-eschaliier

 www.eschalierflorian.com

 flostyle.artstation.com

 Valenciennes, France
Open to relocation
Driving License

LANGUAGES

FRENCH: Native proficiency

ENGLISH: Good written and oral skills

INTERESTS

- **Video games**
Multiplayer video games (Mostly Coop or Competitive FPS), MMO and racing games
- **Medieval reconstitution and martial arts**
- **Board games**
Magic The Gathering, Traditional board games
- **Cinema**
Star Wars, Fantasy, blockbusters
- **Reading**
from news to fantasy, my favorite authors are David Gemmell and Robin Hobb
- **Animes**
I like watching seasonal airing animes
- **Computers**
Building and repairing old and new computers
- **3D modeling**

PROFILE

Currently 22 year old student in Master 1 at Supinfogame Rubika Valenciennes in Game, Level Design and Management

I'm passionate about multiplayer games and experiences with a strong interest on 3C and Level Design

I'm also passionate about 3D Art, creating assets and atmospheres. From asset modeling to texturing and lighting, I love spending my free time learning new techniques or engines.

CURIOUS

HARD WORKING

CREATIVE

EDUCATION

- **GAME, LEVEL DESIGN & MANAGEMENT M1**
Current

Supinfogame - Rubika
Valenciennes, France
(Preparation of a Level 1 RNCP Master - Master2)


- **GAME DESIGN BACHELOR**
2015 - 2018

Supinfogame - Rubika

- **HIGH SCHOOL DIPLOMA**
2015

BACCALAUREAT -Série S/SVT
Lycée Saint-Francois de Sales
Troyes, France

EXPERIENCES

- **Alt.Ctrl.GDC 2018 | IGF Finalist** 

San-Francisco, USA

2D/3D Artist, Game Designer

Alternative controller: «Mark-Wars».

Two player realtime turn base race game played with 3D printed robots and marker pens as controller.

Showcased on booth at the GDC 2018.

Gamasutra Article

- **Slimey Color** 

Lead Game Designer, Project Manager

Voodoo - Hypercasual Mobile Game

A game made following Voodoo Pipeline. The game was validated for KPI Testing

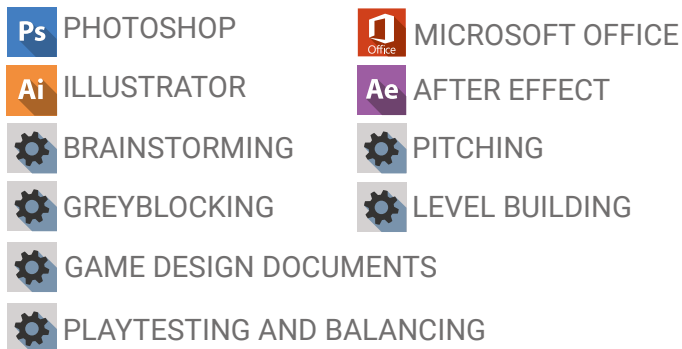
- **Orange Designer Contest "Reinventing Money"** 

Designer, 3D Modeler

Design contest by Orange Group telecommunications where we tried to innovate on the future of money interaction in our society.

- **Multiples experience in both offline and realtime rendering.**
On multiples projects i was in charge of our 3D pipeline.

GAME / LEVEL DESIGN SKILLS



HUMAN SKILLS

SOCIABILITY

I easily fit into groups. I have [positive personality](#)
I am fluent in both English and French.

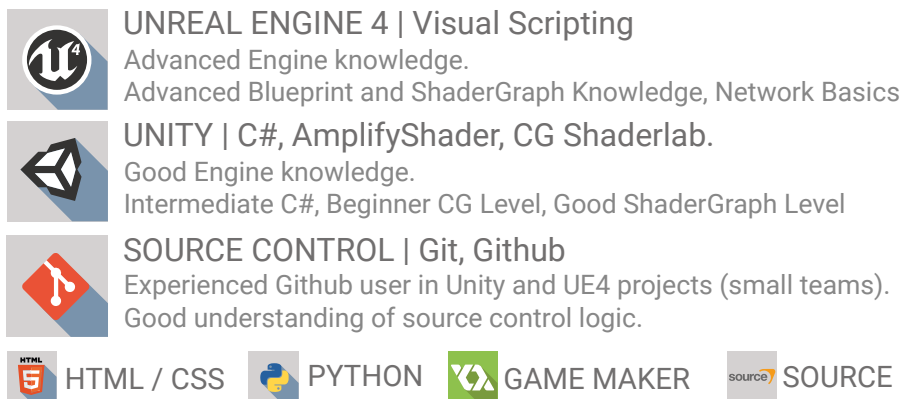
TEAMWORK

I am used to work in a team and the importance of communication in those situations and the impact that have on productivity.
[Strong Technical Communication skills](#)

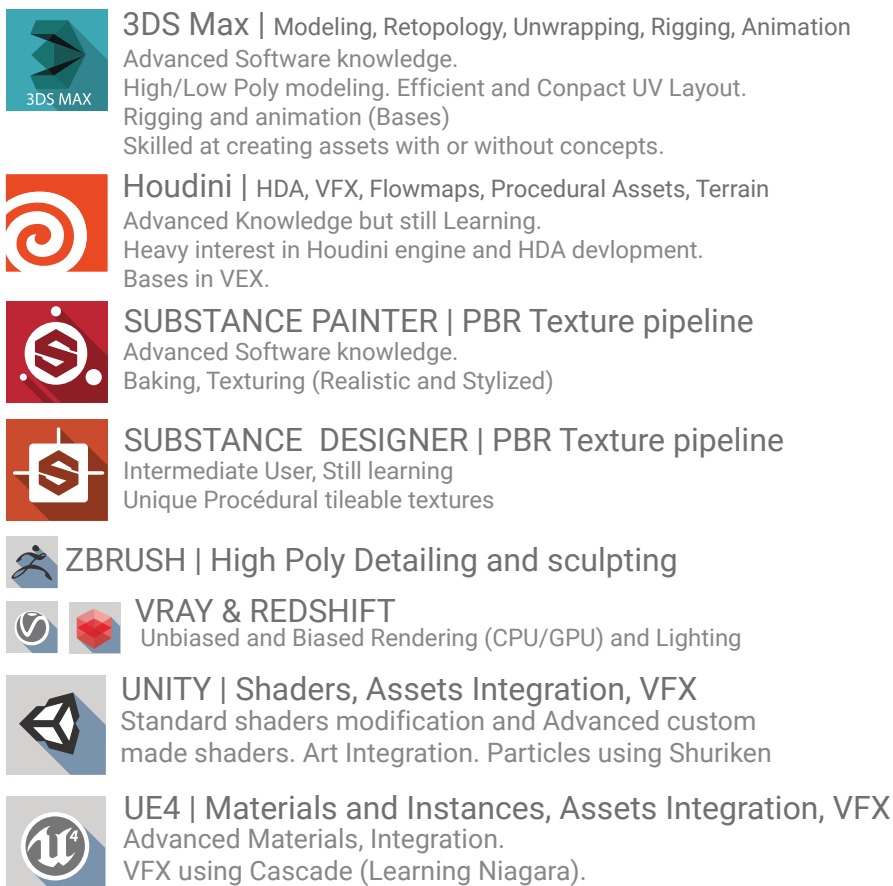
MANAGEMENT

With both training and practice as [problem solving](#), I'm used to lead small team to [respect deadlines](#) and design brief.

TECHNICAL SKILLS



3D ARTIST SKILLS



Also familiar with the following:

Traditional and Digital Drawing, Marvelous Designer, Speed Tree, Maya, Marmoset Quixel and Quixel Megascan assets