


FLORIAN ESCHALIER


Technical Level Designer

Looking for a position starting July 2020


PORTFOLIO

 eschalierflorian.com/projets

CONTACT


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 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 a 22 year old student in Master 2 at Supinfogame Rubika Valenciennes in Game, Level Design and Management

I'm passionate about multiplayer games and experiences with a strong interest on Level Design and World Design with a more technical approach.

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 M2**

Current Supinfogame - Rubika, Valenciennes, France

(Preparation of a Level 1 RNCP Master - Master2)

- **GAME DESIGN BACHELOR**





2015 - 2018 Supinfogame - Rubika

- **HIGH SCHOOL DIPLOMA**

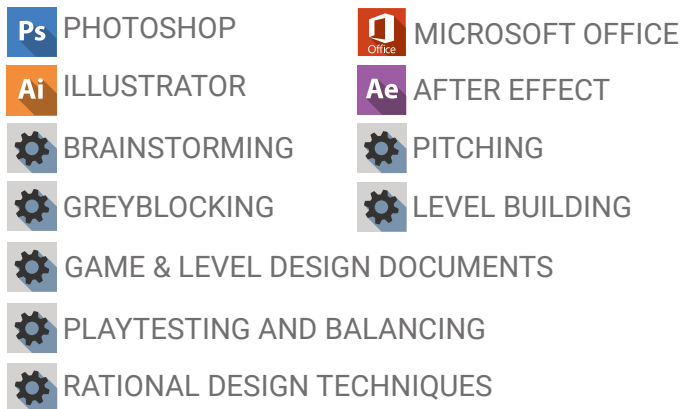
2015 BACCALAUREAT -Science Major

Lycée Saint-Francois de Sales, Troyes, France

EXPERIENCES

- **BattleCars - Multiplayer Car BattleRoyale** - Graduation Project, June 2020 
Level Designer, Technical Designer, Technical Art
Macro level design and World Design. Esthablishing metrics for a rational level design pipeline. Creation of modular Greyblocks in 3dsmax with texture done in Substance Designer. Procedural Houdini Tools (Destruction tools, Electric pole tool) Game Design work on some features. Creations of some shaders, Houdini VEX and MaxScripts Tools, Houdini Engine integration and pipeline, Universal Render Pipeline support and Git management.
- **UBISOFT - Unannounced AAA Title**
Level Designer Intern
Ubisoft India - July to September 2019
Worked on the level design of an upcoming AAA Open World Title following Rational Level design techniques
- **Alt.Ctrl.GDC 2018 | IGF Finalist** 
San-Francisco, USA, March 2018
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, Team Manager
Voodoo - Hypercasual Mobile Game - Intensive Week, March 2019
A game made following Voodoo Pipeline. The game was validated for KPI Testing on the US AppleStore.
- **Orange Designer Contest "Reinventing Money"** 
Designer, 3D Modeler, September 2017
Design contest by Orange Group telecommunications where we tried to inovate 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.

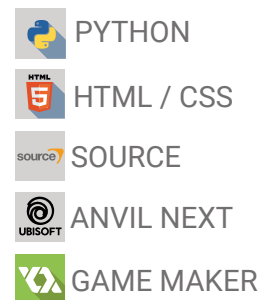
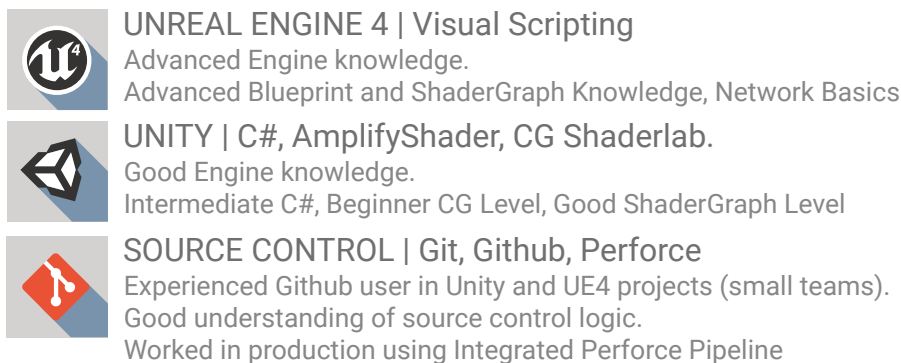
TEAMWORK

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

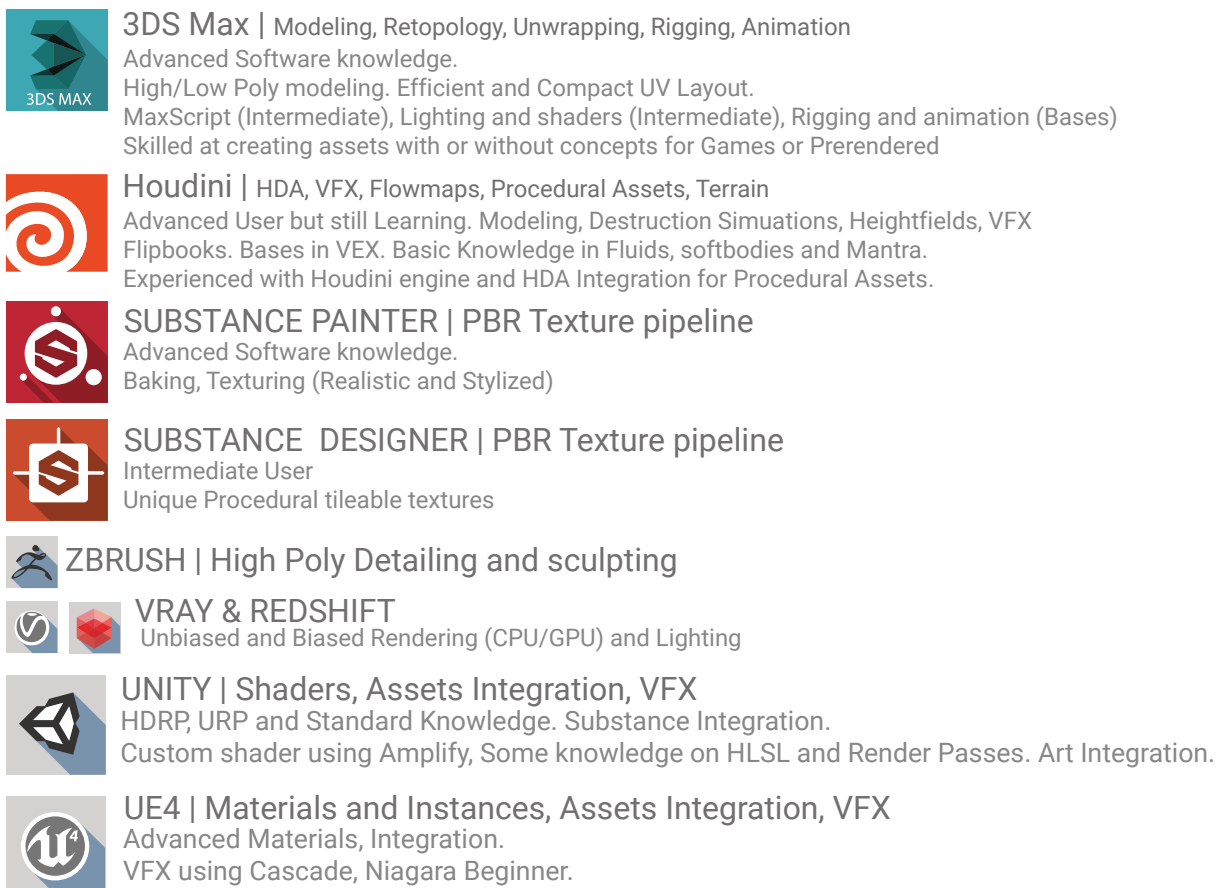
MANAGEMENT

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

TECHNICAL SKILLS



ARTIST SKILLS



Also familiar with the following:

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