



# TECHNICAL LEVEL DESIGNER

MARIUS QUEULIN

## CONTACT

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*Click/Scan to see my portfolio*



## SKILLS

### Technical Level Designer

- LD Gameplay & Narration
- Greyboxing
- UE5 Blueprints
- Sketches & LD Documents

### Technical Game Designer

- Game Concepts
- Game Feel & 3C
- Prototyping
- GDD & Team Documents

### Soft Skills

- Teamwork
- Proactive
- Taking Initiative
- Active Listener
- Lead Roles

**French : Native**

**English : Professional**

## INTERESTS

- Movies & Series | Fav. Genre : Absurdist, Comedy, Drama
- Music, Novice Composer
- DIY : Craft, Repairing Tech.
- Travel & Exploring

Technical Level Designer with a **holistic approach** who loves to **build engaging levels** featuring **rhythmic gameplay** and **environmental storytelling** through visual & sound elements. I care deeply about **polishing levels** and **helping my team**.

## EDUCATION

### 2025 - MASTER'S DEGREE GAME DESIGN

ARTFX Lille & Montpellier

- Level Design, Game Design, Prototyping...
- Workshops & projects, theory & practice
- Drawing, film & photography fundamentals
- Boardgame club member

## PROJECTS

### 2025 - TERMINUS

TPS Survival Horror

Level Designer, Game Designer & Supervisor Sound Design

- LD KIT, modules & instances
- UE5 Blueprints playground
- Playtests & feedback management

### 2023 - BREAKING POINT

Driving Narrative Adventure

Lead Game Designer, Level Designer & Sound Designer

- Mission Design with their unique GPE
- Metrics, gym & test maps
- Synergy & com. around prototypes

### 2022 - JAIL

2.5D Puzzle Platformer

Level Designer, Game Designer & Sound Designer

- RGD puzzles
- Sketching & greyboxing levels
- Team documents & meeting

➔ *See my portfolio for more details & projects*



PERFORCE



Trello

## PROFESSIONAL EXPERIENCE

### 2021 & 2022 SUMMERS - LEROY MERLIN

Customer Service

- Customer management
- Selling products & services
- Liaising with departments
- Onboarding new employees