

# Benoît Cassin

Level Designer

I'm a French student focused on level design for action adventure games and FPS competitive games. My goal is to work as Level Designer in AA or AAA projects.

Looking for a 6 month internship starting July 2019

## Contact



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[LinkedIn](#)

Skype : Benoît Cassin

French Nationality 25 years old

Open to relocation

## Languages

**French**

Native

**English**

Professional proficiency

## Interest

### Video Games

Action Adventure  
FPS - ARPG

### Travels

Italy - Portugal  
England

### Cinema

Korean  
Independent american  
Animation

### Sport

Ski (advanced level)  
Swimming (casual)

### Video editing

Short Films - Trailer

### Astronomy

Observation

## Key Skills

### Level Design

- Level Design Documents
- Flowcharts, learning curve, difficulty balancing, pacing, reward, staging
- Paper prototyping to Blockout
- Level Design Scripting, IA management

### Game Design

- Game concepts
- Features & specs documents, behaviour tree
- Game Balancing, User Experience

## Education

- 2019 – 2014
- **Game Design & Management, Master degree**  
**Supinfogame Rubika, Valenciennes, France**
    - Game Design, Economic Design
    - Level Design, Worldbuilding
    - Project management
- 2014 – 2012
- **Cinema Studies**  
**Paul Valéry University, Montpellier, France**
    - History of film
    - Film analysis
    - Digital Editing

## Experience

### Professional

- June to September 2018
- **Level Designer Intern at Fishing Cactus**  
**On *Ary and the Secret of Season* Mons, Belgium**  
**Platforming Adventure game on PC & Consoles**
    - Remote collaborating with the other studio **Exiin**, on the vision of the design, especially level design
    - Designing the layout of different types of levels, notably used for the Gamescom build
    - Specific staging and composition work
    - Creating the blockout with Probuilder **on Unity**
    - Writing improvement report on game design, level design and storytelling

### Personal

- 2019 – 2018
- **Level Designer on *Black Hive* (graduate project)**  
**Asymmetrical multiplayer confrontation game**
    - Analysis of Amsterdam's architecture and level design of confrontation oriented games
    - Designing the layout of the level from flowcharts and paper sketches to 3D blockout
    - Use of modular assets for blockout **on UE4**
- Now – 2016
- **Various Level design projects**  
**Mood Experiment, Work on Contrast**
    - Intention's analysis
    - Level Building Blockout with metrics
    - Level Scripting
- 2<sup>nd</sup> Semester 2016
- **Game & Level Designer on *Cloud Era***  
**FPS Puzzle Game made for the hitplaytimes**
    - Designed 3C, puzzle system and universe
    - Level Design for FPS Puzzle Game **on UE4**
    - Basic programmation for the main mechanics

## Software



Unreal Engine 4



Unity



Microsoft Office



Git



3DSmax



Photoshop



Illustrator



Premiere



InDesign