

# Philippe Delmas

## Level Designer

Montréal, QC

Mail: [Id.philippe.delmas@gmail.com](mailto:Id.philippe.delmas@gmail.com)

Valid open work permit

Portfolio: [www.philippedelmas.com](http://www.philippedelmas.com)

Cell: (438) 495-7181

### ABOUT ME

- + Creative
- + Hard worker
- + Good team spirit
- + Adapt to stressful situation
- + Professionnal and organized
- + clear way of expressing ideas
- + Takes criticism well and review



### EXPERIENCES

March 2015 - october 2015 :

#### ▶ Level Designer and Game Designer on R.S.P.G. (Campus ADN) - Unity 5

- March 2015 - july 2015: Game Design conception in team / Creation of one of a main level and the tutorial level with a level artist. 3D plateformer open level with environnemental puzzles.
- september 2015 - october 2015: Fixing, optimization et repair of the game before its release.

September 2013 - June 2014 :

#### ▶ Person in charge of mechanical section and design section / co-founder (Asso R2T2)

Creation and management of an association in team / Design and construction of a robot to answer precise constraints in team / Manage, organize and list the whole material and equipment of the association.

December 2013 - April 2014 :

#### ▶ Internship in management of computer system of the company (Vaucluse Logement)

IT assistance and IT repair / Installation and management of servers / Management of computer system of the company



### PROJECTS

March 2016 (Gamejam) :

#### ▶ SurReality (Game Designer & Level Designer)

Game design of a runner and level design of two niveaux in about 30h. Theme: "surrealism / source of reality"

February 2015 - March 2015 :

#### ▶ CTF Level of Unreal Tournament 4 - Unreal Engine 4 (Level Designer)

Creation of a CTF multiplayer level. Asymmetric and balanced open level.

December 2014 - January 2015 :

#### ▶ Portal 2 Level - Hammer (Level Designer, Programmer)

Realisation of a Portal 2 level with environnemental puzzles, backtracking and a progressive difficulty.



### SKILLS

#### Softwares

- ▶ **Game Engine**
  - Unity 5
  - Unreal Engine 4
  - Hammer
- ▶ **3D/2D creation (bases)**
  - 3DSmax (modelisation/animation)
  - Photoshop (infographics)
- ▶ **Microsoft Office Softwares**
- ▶ **Google Sketchup**
- ▶ **Perforce (P4V)**

#### Developpements

- ▶ **Level Design**
  - navigation
  - Curve of difficulty
  - pace management
  - environnemental storytelling
- ▶ **Game Design**
- ▶ **Programming and scripting**
  - Mastered: C / C++ / C# / GML
  - Bases in Blueprint
- ▶ **Web Conception**
  - HTML / CSS / PHP / JavaScript
  - SQL / SGBD

#### Others

- ▶ **Languages**
  - French (native language)
  - English (Professional level)
- ▶ **Documentation**
  - Technical documents redaction
  - UML conception and organization chart
- ▶ **C2i certification**