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Level Designer

Professional experience

- January 2011 – July 2011** **Level Designer** – *Climax*
Creation of Concept Levels in Unreal & Maya
Unreal Engine 3
- *Unannounced Project*
3 recommendations
- June 2009 – September 2010** **Level Designer** – *Playlogic Game Factory*
Creation of Levels, from Concept to Release
Unreal Engine 3
- *Freefall game (Xbox Live Arcade / PSN)*
- *Fairytale Fights DLC (Xbox 360 / PS3)*
- *Fairytale Fights (Xbox 360 / PS3)*
1 recommendation
- December 2006 – January 2009** **Lead Level Designer** – *Rebellion mod*
Creation of a Mod for the game Half-Life²
Source Engine
www.rebellion-source.net
During the development of my mod I've taken the role of Level Designer, Game Designer, Sound Designer and Scriptwriter.
- October 2007 – December 2008** **Java Developer & Test Engineer** – *SAGA Consulting*
Clients: ING, Mutualités Chrétiennes
- Creations** **Web Developer**
Development and update of Websites

Education & Training

- 2007** Sun Certified Programmer for Java 5
- 2001 - 2005** Bachelor in Computer Science with specialization in Data Management at Haute Ecole de Bruxelles – Ecole Supérieure d'Informatique (ESI)
- 1995 - 2001** High School at Collège Notre Dame de Basse-Wavre, option Mathematics – Physics – English – Dutch
- 1998 - 2000** 3rd year in German evening class

Specific knowledge

Game SDK

Unreal Engine 3 : *UnrealEd, Kismet*

Source Engine : *Hammer, FacePoser*

Programming

C, C++, Java, SQL, PHP, HTML, CSS, JavaScript, XML, Lua

Tools

Multimedia Maya 7, Photoshop CS5, Sony Sound Forge 9.0, Adobe Premiere CS3

IDE Eclipse 3.3.0, Borland C++ Builder 5, Dreamweaver MX, B:Lua, Microsoft Visual Studio 6.0, Oracle 7

System Windows 2000 Server, Mandrake Linux 9.0, AS400 (iSeries), Mainframe

Office Microsoft Office

Semi-professional experience

- 8 months journey (Australia, Vietnam, Laos, Hong-Kong, ...)
- GDC 2008 Paris, GDC 2009 San Francisco
- Active member of the Interlopers Half-Life² Developer Community
- Active participation in a student non-profit-making organization
- Internet groups management
- LAN organisation
- Scout and scout chief

Language knowledge

	Reading skills	Writing skills	Verbal skills
French	Mother tongue		
English	Active knowledge	Active knowledge	Active knowledge
German	Scholar knowledge	Scholar knowledge	Active knowledge
Dutch	Active knowledge	Active knowledge	Active knowledge

Personal information

Centre of interest Games, Development of a Half-Life² Mod, help people & write tutorials on Interlopers Half-Life² Developer Community, event organization

Character Creative, autonomous, sociable, polyvalent, active, innovator, optimist

Miscellaneous

- Driver License B, possess a car
- Born in Woluwe-saint-Lambert, the 29th of June 1983
- Single
- Nationalities : Belgian & German