



LEVEL DESIGNER

TIMOTHÉ GARENAUX

26 YEARS OLD

Creative and **curious**, I began my journey in **graphic design** several years ago, which allowed me to bring my ideas to life. **Programming** soon became my new ally, and I developed a keen interest in **Level Design** — a true **revelation for me**.

« I love designing, creating, and enhancing gameplay based on mechanics while always keeping the artistic aspect in mind. »

SOFTWARES



Visual Scripting

REFERRALS

William Josephy - Senior Level Designer @Epic Games
<https://www.linkedin.com/in/william-josephy-36a97527/>

Romain Dauger - Lead 3D Artist @EA Motive
<https://www.linkedin.com/in/romaindauger/>

Alexandru Bogdan Ilie - Senior Level Designer @Ubisoft Annecy
<https://www.linkedin.com/in/alexandru-bogdan-ilie-a59bb590/>

LANGUAGES



FRENCH (native)



ENGLISH (professional)

CONTACTS



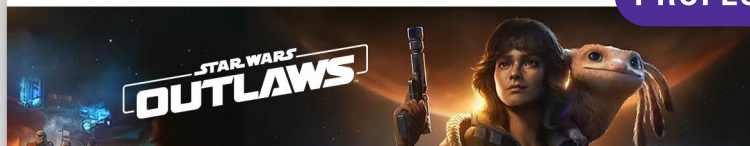
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PROFESSIONAL



Level Designer @Ubisoft Annecy
Star Wars Outlaws™
+ 2 years 6 months (02/23 - currently)

- Worked on the **game finale Main Quest** (including all of its **Space content**) + **Main Quest DLC1**.
- Created **blockout levels** closely following **technical** and **visual constraints**.
- **Responsible** of the **quest logic** and **visual scripting**.
- Scripting to **improve Level Design Ingredients**.



Junior Level Designer @Ubisoft Annecy
XDefiant
+ 1 year 2 months (01/22 - 02/23)

- **Owner** of a **multiplayer map**.
- Wrote **production guidelines** related to **bot usage** and **FPS map building**.
- Assigned on **debugging multiple maps** and **polishing pass** on **collisions**.



Intern Level Designer @DigixArt
Road 96
+ 7 months (03/20 - 09/20)

- **+30 Maps reworked**.
- Creation of the logic of maps in **visual scripting**.
- Creation of **Layout** and **Blockout** for new maps.
- Creation and **gameplay improvement** of mini-games.



Intern Gameplay Programmer @Artefacts Studio
The Dungeon of Naheulbeuk: The Amulet of Chaos
+ 6 months (04/19 - 09/19)

- Programming **new gameplay features** (states, skills, UI, ...).
- Evolve the **AI debugging tools**.
- Debugging.

PERSONAL PROJECTS



Cube is an isometric narrative maze set in a small space with a dark but relaxing atmosphere. The player must reach the light to uncover the mysteries that lurk behind the walls.



Orphelinat is a horror game in which you play the role of a post-war orphan. Now in his forties an event reawakens his deep-rooted memories.



Rocket Sound is a mobile space shooter. You play the role of a spaceship in an arena that must survive asteroid attacks by destroying them, without being destroyed.

EDUCATION

2017 - 2019

DUT : IT and Graphics at Puy-en-Velay
Focused on the development of 3D, interactive and immersive applications

2019 - 2020

Bachelor : Game & Level Design
University Paul Valéry - Montpellier 3

2020 - 2022

Master : Video Games, Visual Arts
University Paul Valéry - Montpellier 3