

# Abel POITVIN

Level Designer - Level Builder

24/10/1997  
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## Experiences

### Focus Home Interactive (QA Test), Paris

Since July 2019

**QA Test** : QA Analyst on the famous solo and multiplayer game *SnowRunner*, released on Xbox One, PS4, PC and Switch...

### Sushee Games, Lannion— Stage *Level Building/ QA Tester*

April to october 2018

**Level builder** : Building of the game structure on Unreal Engine 4 with the Lead Game Designer

**QA Test** : Tests at different steps of the game developpement, self organization

**Game design** : Game design document redaction for new projects

### La Netscouade (communication agency), Paris— *Camera operator/ Film Editor*

May to july 2017

**Camera Operator** : Interviews, publicity filming...

**Video Editor** : Shorts ads for social medias, interviews...

**Clients** : Renault, le Sénat, Toupargel...

## Education

### 2018 - Game Design/ Level Design, Bachelor Degree Paris 13

Specialized in Game design/Level design, learning to work in a team of developers in different projects...

Programming basics, sound design, 3D modeling, Art...

### 2017 - DUT 'Multimedia and Internet', Paris 13

Basics of programming for internet, Audio visual projects realization, Art history...

### 2015 - Economics diploma at Honoré de Balzac High School

## Skills, Tools & hobbies

**Game Engines**: Unreal Engine 4, Unity (used during professional and personal projects)

**Infographic** (used Photoshop or Illustrator in game development projects)

**Personal games projects with friends, level creations on Unreal Engine 4...**

**3D Modeling** (Blender, 3DS Max)

**Mantis/Jira**

**Good oral and written communication**, able to work on projects in a team

**Travels**: Japan, England, Germany...

Love playing games, watching Movies, animation, music and occasionally drawing...

## Languages

**English**: fluent

**Deutsch**: notions

**Japanese**: notions