

Valentin Levillain

Junior Level Artist

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Summary

Level artist with the objective of building 3D real-time levels with a good level of details and strong visual identity.

I'm involved in every part of level creation, from basic design to model and texture creation, including lighting, storytelling, optimization and collisions. But as a level artist I consider my first role is to work closely with level designers to find the best balance between gameplay and look.

An employer would quickly consider me as passionate, punctual and open minded. I always have a critical look on my work and I'm glad to listen to different points of view.

Key skills

- Level design & building, artistic environment composition and lighting. Involved in environment optimization and gameplay needs such as collisions and visibility.
- Real time high and low poly modeling, UV unwrapping and texture baking. Good efficiency in props creation and optimization.
- Texturing using photographic sources, high poly modeling and Photoshop and X-Normal tools for diffuse, normals and specular maps creation.
- Good software knowledge :
 - **Valve Hammer Editor**
 - **Autodesk 3DS Max**
 - **Photoshop**
 - **X-normal**
- Basic software knowledge :
 - **Unreal Development Kit**
 - **Autodesk Maya**
 - **Z-brush**
 - **3D coat**

Experience

- **Level Artist Junior – Ghost Recon Future Soldier**

Sep. 2011 – Feb. 2012 – Ubisoft Paris

I worked on Ghost Recon Future Soldier, the next AAA title based on the Tom Clancy's franchise. I initially worked on the coop-multiplayer mode called guerrilla but I also worked on different campaign missions.

My main role was to dress the environments, create models and textures and optimize levels for Guerrilla split-screen mode.

- **Intern Level & Environment Artist – Snipers**

Jan. 2011 – Apr. 2011 – Hydravision Entertainment

As an inter for 4 months, my role was to make environment reference researches and a large set of 3D props and textures for a FPS multiplayer title called Snipers.

I worked closely with designers and artist to work on 4 different levels. One of them was entirely built by myself.

- **Contractual Level Designer & Artist – Team Fortress 2**

Oct. 2010 – Dec. 2010 – Valve Software

Designed and built Koth_lakeside, which was officially shipped as a part of the game in the “community map pack” in February 2011.

The level took 2 months to make, including early drafts of papers, art pass, optimization, collisions and final playtest and bug fix.

- **Level Artist – Team Fortress 2 Mapping Contest**

Aug. 2010 – Sep. 2010 – Valve Software & TF2Maps.net

I entered the “Artpass Contest” and was one of the two runners up. The goal was to build an entire Team Fortress 2 level on a basic layout from Valve Software as best as possible, keeping gameplay elements and a good frame-rate and level of detail.

The level was included in the game in October 2010.

Education

- Bachelors in graphic design specialized in real time 3D video games

Haute Ecole Albert Jacquard, Belgium. 2008 – 2011

- DUT in mechanical production engineering (two-years undergraduate technical diploma)

IUT de Rennes, France. 2006 – 2008

- BAC in engineering science (french secondary school diploma)

Dinan, France. 2006