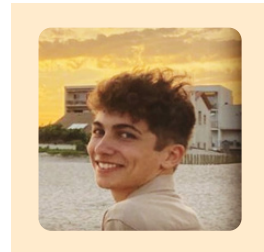


# LEVEL DESIGNER

Antoine JUNIQUE



## Professional Experiences

### Creative Director, Level & Narrative Designer

Eartsup – End Year Project | 2023

- Directed the full creative vision for **NoTemp'o**, a first-person investigation & stealth game set in Italy.
- Produced detailed design documentation (narrative, level flow, and gameplay intentions).
- Designed and iterated paper maps, performed blocking and layout design in-engine, and integrated gameplay events.
- Collaborated with a multidisciplinary team to maintain creative coherence from concept to playable prototype.
- Award**: Best Video Game of 2023 across all Eartsup campuses.

### Freelance Game Designer

Mudita Games | Sep 2024 – May 2025 (9 months)

- Worked on **Pilo and The Holobook** (QA & gameplay integration for release).
- Designed and implemented gameplay elements for **Barda**, including game systems, level design, and integration of visual assets.
- Authored game design documentation detailing mechanics, level flow, and system interactions.
- Coordinated with programmers and artists to ensure smooth integration and feature completeness.
- Barda** currently in Early Access.

### Freelance Level & Game Designer

Isalyx Games | Sep 2022 - Dec 2023 (1 year and 4 months)

- Designed game systems, elaborated rulesets, and created detailed design documentation for **Domestic Revolt**.
- Produced paper maps, performed blocking and layout design in Unreal Engine, and contributed to gameplay balancing.
- Conducted QA testing, iterating on mechanics and level flow based on player feedback.
- Domestic Revolt** – not yet released.

## Education

### Bachelor's Degree in Game Design & Creative Coding

E-Artsup Lyon | 2020 – 2023

- Graduated with Honors.
- Focused on game design, narrative design, level design, and interactive programming.
- Developed multiple projects in Unity and Unreal Engine, including award-winning final-year game **NoTemp'o**.

### DUT in Multimedia & Internet

Université Grenoble Alpes | 2019 – 2020

- Covered communication, computer graphics, video editing, and programming.
- Gained a multidisciplinary foundation in digital media creation and interactive content.

## Contact

- +33 6.34.01.12.98
- antoinejunique13@gmail.com
- Lyon / Montpellier
- [LinkedIn](#)
- [Portfolio](#)

## Skills

### Softwares

Unity  
Unreal Engine 5  
Photoshop  
Illustrator  
MS Office  
Miro  
Notion  
Blender  
Perforce (P4V)  
GitHub

### Design Skills

Level Design  
(Layout, blocking)  
3D Modeling, Game  
Design, Balancing,  
working within the  
engine  
Detailed -  
Documentation  
Communication  
Team Work

### Languages:

**French**: Native Language

**English**: Professional Level

**Japanese / Spanish** : Beginner (to travel!)

## Hobbies

Travel and Learn about Cultures (**Finland, Lisboa, New York, Japan...**)

Video games (**Immersive Sim & narrative games "Dishonored", "Life is Strange"**)

Music (**The Strokes, Daft Punk, Nujabes, Erik Satie...**)

**Geography** (196/196 on Jetpunk!)

## About me

**Passionate about immersive and realistic worlds**, creating experiences is an opportunity for me to **express my creativity through** the design of **game levels and universes**.