

JULIEN ESPOSITO NAPOLI

LEVEL DESIGNER


CHECK OUT MY PORTFOLIO
julienesposito.com

PERSONAL PROFILE

I'm a passionate level designer in the video game industry for more than 2 years now. I'm a creative person and I have an interest in helping others, learning, solving problems and suggesting new ideas to keep going forward.

CONTACT

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 (438)-396-5647

 /julienespositonapoli

 @julespo3d

SKILLS

- Level Design | Game Design
- Strong ability in Unreal Blueprint
- C# knowledge
- Good Communication Skill
- Organised and team worker
- Anticipate problems and find solutions
- **Français / English**

SOFTWARE

Unreal Engine 4 ● ● ● ● ●
Unity 5 ● ● ● ● ●
Photoshop ● ● ● ● ●
Sketchup ● ● ● ● ●
3dsMax ● ● ● ● ●
Microsoft Office ● ● ● ● ●
Blender 3D ● ● ● ● ●

WORK EXPERIENCE

Paper Cult, Level Designer

NOV 2018 - JUN 2019 Game: *Bloodroots* (PC/PS4/Switch)

- Making and iterating levels closely with other level designers.
- Establishing layout and integrating gameplay elements in levels (AI, Weapon, Interactive object,...).
- Creating several unique challenges and encounters along the game.
- Taking care of accessibility, understanding and level difficulty for each level.

Breaking Walls, Technical Level Designer

AUG 2016 - MAR 2018 Game: *AWAY: The Survival Series* (PC/PS4)

- Making organic level design and building post apocalyptic environment.
- Designing and programming game systems.
- Finding solutions to improve the game with low resources.
- Setting up workflow in the engine project and design documents.
- Working on VR Experience as game designer and gameplay programmer.

Campus ADN, Technical Level Designer (student)

APR - JUL 2016 Game: *Biomydra* (PC on steam)

- Building an original game in 15 weeks by students.
- Making a level in collaboration with a level artist.
- Preparing post-prod & documentation with all team.
- Programming game systems in C# and integrating sound FX and music.

EDUCATION

University of Montreal, 2012 - 2015

Bachelor's degree Cinema & video
games studies - Montréal

Campus ADN, 2015 - 2016

AEC - Level Design - Montréal

OTHER EXPERIENCES

GAME JAMS

- January 2019 - Où tu veux (Global Game Jam) ♥
- January 2018 - Note (Global Game Jam) ♥
- January 2017 - Aweille (Global Game Jam)
- May 2016 - Kill me pour une toune (Game Jam Battle) ♥
- January 2016 - Offer-Ring (Global Game Jam)
♥ Receive price or special mention

MENTORING EXPERIENCE

MAR to JUL (2018 & 2019)

Associating with one student (two in 2018) from Campus ADN during his last session to giving him advices, feedback on his work and encouraging him to keep going.

OTHER INTERESTS : Art | Gaming | Piano | Reading | Science | Writing Stories | Soccer