

# Nathanaël DUSSAUD - Junior Level Design

## LOOKING FOR OPPORTUNITIES

### Professional career

Level Design (March 2022- March 2023) | **Century Age of Ashes**

In charge of :

- Making the **layout 2D** and the **blockout 3D**
- The **good navigation** of the map
- Creating the **documentation** for the **art department**
- Creating the **documentation** to present the **layout**
- Putting the different **GPE** in the map and **balance it**
- Organization of the **playtest**
- **Fixing** the bugs



### Personnals Projects

Level Design | **Dishonored Fan Made** - Immersive Sim

Level Design : Layout in 2D, blockout, place the IA, test it



Level Design | **Far cry 5 Fan Made** - Personal Project - FPS

Level Designer : Layout in 2D of the outpost, build the map, test it



### Softwares

#### Engine



**Unity**  
Blocking and basic programming



**Unreal**  
Blocking



**C#**  
Basic knowledges

#### Layout and 3D



**Visio**  
2D layout and diagram



**Sketchup**  
3D modeling



**Maya**  
3D modeling

#### Docs



**Pack Office**  
Documentation



**Indesign**  
Documentation



**Photoshop**  
Quick 2D layout

### Skills

#### Human

Good communication  
Huge creativity  
Organized  
Curious  
Software fast learning

#### LD

Testing the map  
Level conception in 2D/3D  
LDD Writing  
Programming knowledges  
Game Design knowledges

### Personal Info

#### Mail

nathanael.dussaud@live.fr

#### Phone Number

06.42.31.58.91

#### LinkedIn

<https://www.linkedin.com/in/nathanael-dussaud/>

#### Portfolio

<https://nathanaeldussaud.wixsite.com/portfolio>

### Education



Bachelor GameSup  
2017-2020  
Prepa GameSup  
2016-2017

### Languages



Native



Professional

### Other



15 mars 2017  
Arkane playtest  
on «The death of  
the Outsider»