

About me

My name is Laure Gilli, I'm a **level designer**. I love to **conceive** and **imagine rich environments** to lead the player and help him achieve his goals. Because Level Design is the direct application of **Game Design**, I love doing it too !

I'm currently in my final year of my master's degree in Game Design., therefore, I'm looking for a **6-month internship**. I am **open to relocate**, since I think it is important to travel to keep an open mind.

Experiences

- 2019 - 6 mois **Game Designer/Assistant Producer intern** - Paris

Gamabilis - *Serious games - Unity3D*

Production & integration of level design

Game design & game concepts creation, wrote game design documents (flowcharts, briefs...)

Managed production team (game designers, developpers, freelances)

Conducted the development of mobiles serious games (SCRUM)

Performed QA tests, reported bugs and verified changes in the new builds

Achievements

Managed the development in 6 weeks of a demo for the convention VIVA TECHNOLOGY

Made proposals to improve the agile structure of the studio

- **Web designer intern** - Paris

2016 - 4 months

OneTab - *IT Services start-up*

Website creation with Wordpress & Prestashop

Coded a Wordpress theme from scratch

Customer management

Achievements

Managed customers, developed and designed many websites by myself

Education

- 2016 - 2021 **Institut de l'Internet et du Multimédia (IIM) - Master in Game Design** - Paris
Game design, Level design, QA testing, C#
- 2019 - 2020 **Griffith College - Study abroad in Computing** - Dublin
Narrative design, JAVA programming, Relational database conception
- 2014 - 2016 **ECE Tech - HND in IT services & development** - Paris
C#, PHP/HTML, Relational database conception

Projects

- 2020 - **Elypse** - **Level Designer**

6 months - PC - *Unity3D* - **Ship on Steam on December 2020** - *Featured by Games Made in France*

- 2020 - **Dwarfen Ale** - **Game Designer/Level Designer**

5 months - PC - *Unity3D*

- 2018 - **Seven Seas Groove** - **Game Designer/Level Designer**

1 week - PC - *Unity3D* - *Winner of the GodFather game jam*

More on <https://l-gilli.com>

Skills

Tools & Engine



Unity3D



Unreal Engine



Photoshop



Office suite



3ds Max



GIT



JIRA

Design

Level design Level building Game design Prototyping Game balancing QA Testing

Development

C# Blueprint Visual Scripting JAVA PHP/HTML/CSS MySQL

Languages

French - Native

English - Fluent (Certification : TOEFL ITP 593 out of 677)

Spanish - Limited working proficiency

Japanese - Beginner

Interests

Video games

Mod on *Counter-Strike : Global Offensive* : designing maps for communities

Debate about *Metal Gear Solid*

Travels

Travelled in a lot of different countries (Japan, USA, Tunisia...) and lived in Dublin

Followed the band Rammstein across Europe for their European Tour

Cooking

Petsitting

Swimming