



LEVI LUCINA

LEVEL DESIGNER

Team work, communication, autonomy, rigorous, sportsmanship - love to grow with others



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SKILLS

- Level Design problematics understanding
- Pipeline & workflow experience
- Active trend and topic monitoring
- Three-dimensional thinking
- Game flow analysis
- World crafting through metrics

SOFT SKILLS

- Cheerful
- Public speaking
- Generous
- Willingness to learn
- Decision-making

SOFTWARES

3DS MAX, UNITY, UNREAL ENGINE, ZBRUSH, MAYA, SKETCHUP

LANGUAGES

CREOLE - Native language

FRENCH - Native language

ENGLISH - Advanced

JAPANESE - Basic

HOBBIES

- Motorbike
- Sports
- Gaming
- Music

SIGNIFICANT EXPERIENCES



FAR CRY 5 ARCADE

LEVEL DESIGNER - (Personal Project) FC 5 Arcade
2024 - 3 weeks

Layout, Blocking, Level Build, Lighting

In crafting this Far Cry 5 Arcade level, I focused on intuitive player guidance and tactical tools, ensuring an engaging combat experience.



DANS LA PEAU D'UN POLATOUCHE

LEVEL DESIGNER - (Personal Project) Unity
2024 - 8 Months

Layout, Blocking, Level Build, Sound Design, Lighting

The challenge in terms of level design was to link the imminence of an enemy with the fluidity of controller movement.



GAS STATION - THE LAST OF US PART II FAN ART

LEVEL DESIGNER - (Personal Project) Unreal 5
2023 - 2 Months

Layout, Blocking, Level Build

The level required designing a confined space where players stealthily pacify enemies.



AFTERMATH

LEVEL DESIGNER (School Project) Unity
2023 - 4 Months

Layout, Blocking, Level Build, Sound Design, 3D Animation

Design aimed for protagonist-setting contrast, lab merges with beast's lair.

EDUCATION

Game Design School - ESMA Toulouse
2021-2024

Crafting engaging environments through spatial design, storytelling, gameplay mechanics, and industry tools.

Cabin Crew Attestation - CAMAS Training Blagnac
2018-2019

Skills in stress management, communication, customer service, and adaptability.

Bachelor's Degree in Marketing & Sales - Sadi Carnot High School
2006-2010

Skills in audience understanding, communication, and trend analysis.