



LEVI LUCINA

GAME & LEVEL DESIGNER

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



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SKILLS

- Level Design problematics understanding
- Collaboration with Level Artists
- Active trend and topic monitoring
- Game Mechanics Integration
- World crafting through metrics
- Debugging and Polishing

SOFT SKILLS

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

SOFTWARES

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

LANGUAGES

CREOLE - Native language
FRENCH - Native language
ENGLISH - Advanced
JAPANESE - Basic

HOBBIES

- Motorbike
- Sports
- Gaming
- Music

SIGNIFICANT EXPERIENCES



DRAW DELIVERY

SOLO DEV- (Personal Project) PC & Mobile - UNITY
2026 - 2 Months
Game Design, Level Design, Core Gameplay, Mission Design, UI/UX, Level Art
Designed a physics-based driving game focused on route drawing, vehicle readability, and accessible one-finger play.



GUN VS DEAD

SOLO DEV- (Personal Project) PC & Mobile Game - UNITY
2025 - 5 Months
Blocking, Combat Design, Mission Design, Lighting, Level Art
Built a stylized action game focused on one-handed play, readable combat, and mission-driven encounters.



FAR CRY 5 ARCADE

LEVEL DESIGNER - (Personal Project) FC 5 Arcade
2024 - 3 weeks
Layout, Blocking, Level Build, Lighting, Level Art
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 (Nominated Bafta 2025)

LEVEL DESIGNER - (School Project) Unity (Nominated Pégases 2025)
2024 - 8 Months
Layout, Blocking, Level Build, Sound Design, Lighting, Level Art
The challenge in terms of level design was to link the imminence of an enemy with the fluidity of controller movement.

EDUCATION

- Master's Degree in Artistic Direction, Arts, Entertainment and Media Management (RNCP Level 7)
2026
Lead creative projects across art, design, and digital media.
- 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.