Nils Nerson Level designer

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As a level designer, I focus on making my levels as accessible as possible, to enable players of all skill level to experience them to the fullest.

Work experience

TheGameBakers : Level designer (Montpellier, France, January 2023 - June 2024)

[Cairn](#) (Unity, team of 20 people)
Balance the **gameplay experience** of areas based on the creative director's vision.
Test and research gameplay interaction to add to levels.

Virtuos : Level designer (Cergy, France, July 2021 - November 2022)

Unannounced multiplayer FPS project (UE4, team of 15 people, 2 months)
Responsible of one of the **project gamemode and all its maps**.
Kept levels updated based on the **team's and client's feedback**.

Unannounced multiplayer TPS project (UE4, team of 15 people, 6 months)
Responsible of the project's **level design vision** and **production**.
Kept metrics updated and made sure they were **followed through all features**.

Unannounced AAA project (UE4, outsourcing team of 10 people, 8 months)
Worked on several **level design** tasks.
Wrote **game design documents** for programmers to follow.

Donuts. Co : Intern designer & programmer (Tokyo, Japan, June 2019 - September 2019)

[Xenocider](#)
Prototyped and tested several mechanics for the game (weapons, compass, minimap...).
Worked in a french and english speaking team, in a fully japanese environment.
Xenociders was **released in early 2020**.

Other projects

[Swift](#) : **Level designer** (Unity, first person competitive game, team of 7, 9 months)

Supinfogame Rubika
2020 - 2021

First person capture the flag melee only competitive game.
Level designed the game's maps, considering level artists' needs.
Worked on readability using **color and shape codes**.

[Ethereal Sprinter](#) : **Level designer** (Unreal Engine 4, first person runner, solo project, 1 month)

Personal project
Summer 2020

Project inspired by the demo of the game **Ghostrunner**.
Recreated the demo's controller and interactions in UE4.
Built a 3-minute level in the style of the original game.

[Lights Orb](#) : **Level designer** (Unreal Engine 4, first person platformer, team of 6, 9 months)

Supinfogame Rubika
October 2019 - June 2020

Level designed all the levels of a speed running game.
Created a signs and metrics code for the levels.

Education

Rubika, Valenciennes, France
Graduated in 2021

Master's in Game Design and Management, Supinfogame Rubika

Skills

Design skills

- **Level design** (using **thematics** and **artistic contrasts**)
- Writing **signs** and **metric level design** documents.
- Basic AI design.

Software skills

- Level design and prototyping on **Unity and Unreal engine 4/5.**
- 3D Modeling knowledge on **Blender**.
- Making design document using **InDesign**, the **Office Suite**, **Confluence** or **Notion**.

Languages

French (Native)
English (Fluent)
Japanese (Beginner, learning)

Interests

- Playing video games, my favorite ones are Dishonored, Super Smash Brothers Ultimate, and God of War 2018.
- Cinema and movies.
- E-Sports, I am a regular player of League of Legends and keep myself updated on the game's championships around the world.
- I still work on [Swift](#) in my free time, making new levels and playing with friends on the game's discord server.