





Lucas MAUPIN

Junior Level Designer

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Professional Experiences :

Current
- Oct 2016 **Junior Level Designer - Black Shamrock** (Dublin - Ireland)



Currently working on **Werewolf**, a **Role Playing Game set in the universe of White Wolf's World of Darkness** and based on the pen and paper RPG rulebook **Werewolf: The Apocalypse**. The game is developed with **Unreal Engine 4** for PC, PS4 and Xbox One.

Missions :

- Level Design and Level Building of prototype levels on Unreal Engine 4.
- Pre-production game design documents for specific gameplay features.
- Established Level Building processes in Unreal for LODs, level streaming and lighting.
- Did all the sound design for another unannounced project.

Oct 2015
- June 2015 **Intern Level Designer & Sound Designer - Stream On Studio** (Chelles - France)



Worked on **Space Hulk : Deathwing**, a **Tactical FPS set in the Warhammer 40.000 universe**, and developed on **Unreal Engine 4**, for PC (released in 2016 on Steam), PS4 and Xbox One (will be released in 2017).

Level Design Missions - Worked on a singleplayer chapter of the game :

- Level Design according to pre-production documents constraints.
- Level Building in Unreal Engine 4 using modular assets.
- AI integration : enemies placement and navigation.

Sound Design Missions - Sound Integration for the singleplayer campaign maps :

- Sound Design with Reaper.
- Integration in Unreal Engine 4.
- Set up the sound integration pipeline (sound spatialization, attenuations and reverb).

Other Experiences :

2014
- 2013 **Treasurer - Rubika Supinfogame student association** (Valenciennes - France)

- Organized a trip to **Montreal In Game Summit** for 40 persons in 2013 & 2014.
- Organized events (parties, video games contests, paintball) for Supinfogame students.

2011
- 2008 **Writer - Millenium.org** (french biggest esports website)

- Wrote articles and news about the Team Fortress 2 competitive community.

Education :

2016
-2011 **Rubika Supinfogame** (Valenciennes - France)
• Master Degree in Game Design and Management.

2011
-2008 **Lycée Pierre Bayen** (Châlons en Champagne- France)
• Baccalauréat (french high school diploma) graduated with honors.

Skills :

Game Design

- Documents writing
- Combat design
- Balancing
- 3Cs an gamefeel tweaking

Level Design

- Level Building in Unity and Unreal Engine 4
- Visual Composition
- Level Scripting (Blueprint and basis in C#)
- Puzzle Design

Sound Design

- Sound creation in REAPER
- Integration in Unreal Engine 4 and Unity

Language

- French - native language
 - English - working proficiency
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Hobbies and Interests :

Music

- Guitarist for more than 15 years (conservatory of music diploma).
- Producing music with Fruity Loops and currently learning Ableton Live.

Video Games

- Stardew Valley, Team Fortress 2, NBA 2K, GTA V, Sleeping Dogs, Cave Story.
- Games focused on movement and speed (Skate 2, Jet Set Radio, Counter Strike Surfing).
- Japanese RPGs (Persona V, Bravely Default, Chrono Trigger).

Running

Cooking

Recording podcasts

Fashion
