

Lucas Maupin

Level Designer

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Professional Experiences

Black Shamrock (Virtuos) - Dublin, Ireland



Lead Level Designer - July 2019 | Now

Promoted to Lead Level Designer. Running a team of 10 LDs spread on different Unity and UE4 projects.

- Managing Level Designers **schedules, tasks** and progress and **reviewing their work**.
- Running regular **performance reviews** and establishing career plans for Level Designers.
- Helping with Level Designers **recruitment** (reviewing tests, running interviews).
- Working on Level Design content for both in house and codevelopment projects.

Level Designer - April 2017 | July 2019 (+2 years)

Working on **Paranoia: Happiness Is Mandatory** from preproduction to launch. P:HIM is a **Top Down view CRPG** developed on **Unity** for PC, Xbox One and Playstation 4. Credited as a **Lead Level Designer**.

- In charge of the **Hub and Tutorial** levels for the whole production.
- Developed two other levels until the end of preproduction, and then oversaw their development.
- Created and updated **Gyms** for the different teams and systems in the game.
- Designed **Level Design tools**, followed their development and created training content for them.
- Set up **Level Design processes and best practices**.
- **Mentored** new Level Designers and trained them.
- Assisted Game Designers with documentation and implementation of several features.

Intern Sound Designer/Level Designer - September 2016 | April 2017 (6 months)

- Worked on Sound Design for **Blood Bowl Deathzone**.
- Worked on Level Design content on **Werewolf: The Apocalypse** - early preproduction stage.

Streum On Studio - Chelles, France



Intern Sound Designer/Level Designer - June 2015 | September 2015 (4 months)

Working on **Space Hulk: Deathwing**. FPS developed in Unreal 4.

- Set up **environmental sounds implementation process** (attenuation, room set up, debug).
- Created and implemented environmental sounds for **every level in the game**.
- Worked on a singleplayer level (2D Layout, Level Building, Navigation, AIs and Mission set up).

Skills

Level Design:

- Layout.
- Block Out.
- Level Building.
- Visual Composition.
- Level Scripting (Visual Scripting).
- Quest Design and Dialogue Trees.
- Tool Design.

Game Design:

- Documentation.
- Rational Design.

Tools:

- **Engines:** Unity, Unreal 4.
- Source control tools.

Language:

- **French** - Native Speaker.
- **English** - Fluent.

Education

Rubika Supinfogame

Valenciennes, France - **2011 | 2016**

Game Design & Management Master Degree

Lycée Pierre Bayen

Châlons-en Champagne, France - **2009 | 2011**

Highschool diploma - Graduated with honors

Hobbies and Interests

Music

- Guitar.
- Composing with Fruity Loops/Ableton Live.

Video Games

- Multiplayer FPS, RPGs and Rhythm Games.

Running - Cooking - Fashion - Rap and Kpop