

# LEVEL DESIGNER

CAROLINE HUBERT

With a year's experience on the production of [Nebelmer](#) and a degree in game design, I'm passionate about designing innovative and narratively coherent levels. My rigor and my sense of responsibility make me a useful person to exchange with different production teams and conceive innovative and narratively consistent levels.



## CONTACT



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## LANGUAGES

**FRENCH:** C2 (Native tongue)

**ENGLISH:** C1 (Fluent)

**SPANISH:** A2 (Intermediate)

## GAME JAMS

**MAY 2023:**

2nd/22 of the Kiss Game Jam

See the game : [Averse](#)

**JAN 2024:**

2nd/17 of the Kiss Game Jam

See the game : [It's Coffee Time !](#)

## SOFT SKILLS

**ORGANIZATION:**

Use of tools such as Jira and Notion to schedule my daily work

**PUBLIC SPEAKING:**

Practice of theatre during around ten years

**FOCUS ON USER EXPERIENCE:**

Desire to put the players at the core of my work process

## FAVOURITE TOOLS



References available on request

## PROFESSIONAL EXPERIENCE

**2022 :** Environment artist internship

*Altheria Solutions*

- Create an environment tailored to customer requirements
- Optimization for VR experience

**2022 :** Freelance environment artist

*Altheria Solutions*

- Level design and level art of an environment for VR experience
- Complete autonomy

**2023-2024 :** Game & level designer

*Brume Studio*

Student Game of the Year Award -  
Belgian Game Awards

- Student project with commercial ambitions
- Conceive game & level design for an open world game in Unreal Engine 5
- Communicate with development teams to maintain the consistency of the experience



## EDUCATION

**2018-2022 :** Bachelor degree in game art

*Haute Ecole Albert Jacquard*

With high honours

- Conceive game ready 3D scenes
- Cooperate on team projects
- Organize my work and respect deadlines

**2022-2024 :** Master degree in game design

*Haute Ecole Albert Jacquard*

With high honours & Game Design  
award of the year

- Write Level & Game Design Documents
- Introduce storytelling in levels
- Pitch a project
- Devise functional levels
- Develop playtest protocols and iterate documents and levels with feedback