

Thibault MOULIN

Senior Level Designer

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Passionate about believable and credible architectures in games, I'm specialized in Open-World Level Design.

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AAA Experiences

January 2018 - January 2021

Ubisoft, Bordeaux | LD intermediate (permanent)

Assassin's Creed Valhalla, Wrath of the druids DLC

- Architectural researches & prototyping
- Locations creation, from 2D maps to polish
- Owner of Connacht territory

Ghost Recon Breakpoint (Main game and DLCs)

- World building with in-house engine
- Owner of social hub design
- Iconic locations creation

June 2017 - December 2017

Ubisoft, Montreuil | Intern Level Designer

Ghost Recon Breakpoint

- Open World building formation
- Architectural researches
- Prototyping
- Documentation & LD Workflow design

Main Free-lance Experiences

April 2024 - Today

Nozman, Paris | Game Designer (Remote)

M.O.S (tamagotchi-like mobile game)

- Developed on Construct 3
- Soon available on iOS and Android
- Game design, prototyping & narration
- Playtests & balancing

December 2023 - March 2024

Club Sandwich, France | Level Designer

Shuffle Tactics on Unity (Rogue-lite tactical game)

- Maps design
- Game design iterations

Jan 2022 - Oct 2023

Sedleo, Italy | Level Designer (Remote)

Unannounced project on UE5 (3rd person game)

- Landscape study, historical researches
- Creation of various levels, from 2D map to polish

Technical Skills & Tools

Game Engines

Unreal Engine 5 (3 years: landscape & LD tools)
Anvil (4 y: LD & Quest design tools)
Construct 3 (1 y: global understanding)
Unity (1 y: global understanding and LD tools)

3D & Design Softwares

Blender (basic geometry)
3DSMax (basic geometry)
Sketch-Up
Photoshop (map design)

Coding skills

Unreal 5: simple blueprints scripting
Unity: basic C# knowledge
Construct 3: prototyping skills

Teaching experiences

2021 - Today

Various french video game schools | Teacher

- Introduction to game and level design
- Level design workflow & block-out design
- Video game studies

Language

English

Working proficiency
German
Rusty WP

French

Native

Japanese

N5

Studies

2012 - 2017 | Master in Game Design

SUPINFOGAME RUBIKA, France

Hobbies

Games | Hades, A Short Hike, Outer Wilds, Souls Serie...

Literature | B. Spinoza, HP Lovecraft, A. Dumas, S. King

Sports | Climbing, Tennis, Badminton