

DENIS ARMAND CV

Senior Level Designer | World Builder

PERSONAL DETAILS

Name: Denis Armand

Date of Birth: June 28th 1981

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CAREER

Current employment:

Apr. 2016 - Present | Sandbox Interactive GmbH, Berlin, Germany
(<https://www.linkedin.com/company/sandbox-interactive-gmbh>)

Position: Senior Level Designer

Main responsibilities:

- General Level Design:
 - Gathering references, creating layouts, doing AI setup and balancing;
 - Organising play test sessions of levels;
 - Decorating and proddressing levels according to the art direction;
 - Gathering and analysing levels data;
 - Iterating on players' feedback;
 - Optimising levels and bug-fixing;
- Additional responsibilities:
 - Creating and maintaining information flow between level design, art and code departments;
 - Implementing and requesting new Level Design Tools to greatly improve workflow;
 - Supporting and mentoring junior level designers;
 - Creating and maintaining level design documentation. This includes guidelines, Level Design Tools documentation, level design knowledge base, etc.;

Achievements:

- Besides helping our level design team to produce great levels in time, I've designed and implemented the workflow that allowed us to create heatmaps to better analyze our level metrics and improve the quality of our content based on that information;
- I've created and maintained internal Level Design QA System, that saved 100+ man-hours every month;

Past working experience:

Nov. 2014 – Apr. 2016 | Limbic Entertainment GmbH, Frankfurt-am-Main, Germany (www.limbic-entertainment.de)

Position: Senior Level Designer

Main responsibilities:

- Developing 8 levels from prototype to gold master, involving: paper layout, whitebox, AI setup, initial art pass, scripting, scripted events, scripted camera events (matinee), lighting, post processes, set dressing, profiling, optimization, **balancing** and bug fixing;
- Creating landscapes in the Engine and World Machine;
- Being ambassador from Level Design team to work with AI team on the game's AI;
- Prototyping and scripting AI in Kismet;
- Working with localisation;
- Participating in the R&D of new tools related to level design scripting;
- Creating and maintaining level design documentation and guidelines;
- Organizing and reviewing game play test sessions;
- Mentoring junior Level Designers;

Also I was responsible for adjusting / creating new 3D models, props, textures and shaders.

2013 – Nov. 2014 | Gaijin Entertainment (www.gaijin.ru/en), Moscow

Position: Lead Level Designer/Builder

Main responsibilities:

- Creating huge (4x4km) high detailed landscape environment for the War Thunder levels using World Machine, Photoshop, 3DS Max and the proprietary Dagor Engine;
- Working in cooperation with game designers to smoothly and naturally implement designs into landscapes to create the best gameplay possible;
- Collecting and analysing the level metrics (heatmaps) and doing balancing;
- Creating optimized props, models and textures for levels' environments;
- Cooperate with programmers to bring faster and better shaders into the game;
- Profiling and optimising levels;
- Creating and maintaining level-design and level-building documentation;
- Working with outsourcing.

Achievements:

- Two maps, I was responsible for, won 1-2 places in various players' polls.
- I've come up with and established the solid level design workflow.

2013 – 2014 | Scream School (www.screamschool.ru), Animation and Graphic Game Faculty, Moscow

Position: Senior Lecturer of "VFX in games" Course

Main responsibilities:

- Leading the course of lectures about VFX in UDK, Unreal 4 and Unity3D in the biggest and most respected game design universities;

- Supervising 'The Kobolds' team graduate project, that was nominated for the best VFX's award in the finals.

2013 – 2015 | Kamagames (<https://www.kamagames.com>)

Position: Lead Level Designer (Contract Job) on the project Egg Punch 2

Main responsibilities:

- Managing the team of 4 level designers to bring fun and challenging levels to life;
- Designing and building fun and engaging levels in Unity;
- Designing and implementing puzzles and challenges;
- Working with difficulty curve and pacing in each of the levels as well as for the pack of the levels;
- Modelling and texturing various props for level designers' needs;
- Working with QA to ensure the best level of quality in all of the game's levels;

Achievements:

All the levels, I was responsible for, were delivered on time, with an outstanding quality and were bug-free.

2012 – 2013 | VIZERRA LLC (www.vizerra.com), Moscow, Skolkovo

Position: Technical Level Designer / Lighting Artist

Main responsibilities:

- Providing tech support for artists and the entire team in Unity3D;
- Creating shaders for real-time architecture projects in Unity3D;
- Creating and maintaining technical documentation and guidelines for the team;
- Creating landscapes in Grome and Unity3D Engine;
- Building outdoor and indoor architecture spaces using Unity3D;
- Lighting setup for baking and real-time lighting in Unity3D;
- Optimizing 3D environments;
- Creating VFX's for company's projects in Unity3D;
- Setting up cinematics, fly-through cameras in Unity3D;
- Working with outsourcing.

Achievements:

Designed, partly implemented and coordinated implementation of the 'Real-time 4-States System' Feature for KHMAO Sport Project. This system allowed to switch between Day/Night and Winter/Summer in our Unity 3D application in Real-time.

2011 - 2012 | 1C-Softclub (www.1csc.ru), Moscow

Positions: Senior Level Designer

Main responsibilities:

- Developing 5 racing levels – tracks - from prototype to gold master, involving: paper layout, whitebox, initial art pass, scripted events, scripted camera events (matinee), lighting, post processes, set dressing, profiling, optimization and bug fixing;
- Creating landscapes in Unreal Engine;
- Creating and maintaining level design documentation;

- Also creating various VFXs in Cascade (Unreal 3 VFX Creation Tool).

Achievements:

- I've researched and developed 'Reactive Vehicles VFX System' for Off-Road Drive game.

2009 – 2011 | Avalon Style Entertainment (1C-Avalon), Moscow**Positions: Lead Level Designer****Main responsibilities:**

- Leading a team of 3 level designers;
- Designing and creating sandbox race tracks for UAZ Series games in Chrome Engine;
- Designing and creating race tracks for Murmansk-Vladovostok-2 in Chrome Engine;
- Creating landscapes in Chrome Engine;
- Creating and maintaining level design documentation;
- Setting up lighting for levels;
- Decorating, optimizing and testing levels;

2008 – 2009 | Avalon Style Entertainment (1C-Avalon), Moscow**Positions: Senior Level Designer****Main responsibilities:**

- Developing 3 sandbox levels from prototype to alpha, involving: paper layout, whitebox, initial art pass, scripted events, scripted camera events (matinee), lighting, post processes, set dressing and optimization; utilizing LithTech Jupiter EX Engine;
- Setting up lighting;
- Creating and maintaining level design documentation and guidelines for assets production, lighting, scripting, VFXs and AI;
- Designing, creating and documenting new gameplay modes;

2005 – 2008 | Avalon Style Entertainment (1C-Avalon), Moscow**Position: Level Designer****Main responsibilities:**

- Designing and creating sandbox race tracks for UAZ 4x4 game in Chrome Engine;
- Designing, creating and scripting levels for TBS game in SilentStorm SDK from Nival;
- Maintaining level design documentation (walkthroughs);
- Creating landscapes in Chrome Engine;
- Setting up lighting for levels;
- Decorating and optimizing levels.

2004 – 2005 | Avalon Style Entertainment (1C-Avalon), Moscow**Position: Level Designer**

Main responsibilities:

- Designing and creating FPS sandbox levels in Unreal Engine 2.5;
- Creating landscapes in Unreal Engine;
- Setting up lighting for levels;
- Scripting AI;
- Creating scripted events and cinematics;
- Decorating and optimizing levels.

2002 – 2004 Revolt. Games, Moscow**Position: Level Designer****Main responsibilities:**

- Designing and creating FPS levels in proprietary engine;
- Participating in the R&D of new tools for the engine;
- Collaborating with game designers and coders on designing gameplay systems.

Non-commercial experience:**2000 – 2005**

- Run a website about Unreal and Unreal Engine. Created technical documentation about UnrealED, UnrealED2.0. Wrote and translated (English to Russian) level design articles, tutorials, interviews and technical documentation about Unreal Engine;
- Designed and created multiple multiplayer maps for UT, UT2003 and UT2004;
- Created 2 maps for Death Ball, UT2004 modification;

Achievements:

- My map DM-1on1-Ages for UT got 9.5 score at Unreal Playground website;
- Second place in “24 Hours Speed Mapping Contest” with CTF-LegoPlayGround at Unreal Playground site;
- The Death Ball modification got 9.5/10 on moddb.com

Personal and social skills and competences:

- Positive, professional attitude with a willingness to share my own experience with team-members, mentoring junior level designers and take feedback;
- Strong technical background, mathematical, analytical and logical skills;
- Strong methodology and problem solving abilities;
- Wealth of experience both visual scripting (eg. CryENGINE Flow Graph, UDK Kismet, Unreal4 Blueprint) and text scripting (eg. Unity 3D, LUA, C#);
- Great ability to think in 3D;
- Able to work well under pressure to meet deadlines;
- Strong passion for games, good understanding of multiple genres;
- Punctual, responsible, hardworking, executive, sociable and friendly :)

SOFTWARE SKILLS

Software:

Autodesk 3ds Max (9+ years exp | modeling, texturing, key-frame animation, p-flow);

Autodesk Maya (6+ years exp | FX, Maya Dynamics, modeling, texturing);

Unity (4+ years exp | prop/prefab integration, level design, particle FX, scripting, shading, cutscenes, optimization);

Pixologic Zbrush (3+ years exp | high-poly sculpting, normal maps creation);

Adobe Photoshop (10+ years exp | digital painting, texturing);

FX Editors: Unreal Cascade, Unity Particle editor;

Landscape Editors: World Machine, Grome Editor, in-game editors;

Bug & Version Control: Alienbrain, SVN, Perforce, Jira, Mantis;

Documentation: Microsoft Office, Excel, Google Sheets, Confluence;

Data collecting and processing: QGis, Kibana

Game engines:

- Unreal 1-4/UDK (10+ years experience)
- CryEngine
- Unity
- LithTech Jupiter EX
- Chrome Engine

EDUCATION

- **Autodesk Certified Professional: 3ds Max 2014**
- **Master Degree (unfinished) *** Moscow State Industrial University, faculty Mathematics and Technical Physics * 2006, Discipline - Automation of technological processes, Moscow, Russia
- **Specialist of Informatics *** UNIX Technology Training Center * 1998, Moscow, Russia

OTHER ATTRIBUTES

Languages: English (fluent), German (limited working proficiency), Russian (native).

Interests – Level Design / Game Design, CG, music, literature, bicycle, travelling, etc.

References and supporting documentation furnished upon request. Ready to relocate.