

# PAUL NOGAL

## LEVEL DESIGNER

Current: Paris, FRANCE  
From: Aix-en-Provence, FRANCE

### EMAIL

paulnagalpro@gmail.com

### PHONE

[+33] 602 098 116

### LINKEDIN

paulnagal

### PORTFOLIO

paulnagal.myportfolio.com

Obtaining a bachelor degree in industrial design and a master degree in game development led me to focus on level designing games. The product design taught me how to point out problems, designing innovative solutions to share to the creative team which is a strength I can reuse as a video games designer.

I value risk taking, teamwork and communication. I like to undertake in ambitious projects within a motivated, passionate and diverse working group. I am always looking to develop my skills to discover new opportunities.

From this, I am looking for an internship starting now.

## EDUCATIONS

- **NARRATIVE DESIGN //** Advanced Diploma  
UQAC - NAD - Montreal / 2021 - 2022  
DESS degree in narrative and game design, world and character building, writing (dialogue and scenario), quest mission, prototyping, environmental storytelling.
- **GAME DEVELOPMENT //** Advanced Diploma  
IIM - Paris / 2019 - 2022  
Master degree in game, level, narrative and economic design, QA test, prototyping on both Unity and Unreal engines. Game feel, juiciness and emotions.
- **INDUSTRIAL DESIGN //** Technical Diploma  
STRATE - Paris / 2016 - 2019  
Bachelor degree in industrial design. CAO (Rhino3D), design thinking, product design, space and architectural design, graphical and UX/UI design, automotive car design.

## SKILLS

### DESIGN

- Level Design
- World Building & Level Art
- Game & System Design
- Balancing and Tuning
- Narrative Design
- SCRUM Agile development

### OTHERS

- Prototyping
- Visual Scripting
- QA test (Jira - Mantis)
- Game Art (PAO - CAO)
- Sound Design

### SOFTWARES

#### MAIN



UNITY



GOOGLE SUITE



OFFICE

#### OTHERS



3DS MAX



MAYA



SKETCH UP



UNREAL ENGINE 4



PREMIERE PRO



PHOTOSHOP



TWINE



ZBRUSH



CUBASE 9

### LANGUAGES

**FRENCH //** native  
**ENGLISH //** fluent

### LICENSES

**B //** car  
**A //** motorcycle

## PROJECTS

- **LEVEL & GAME DESIGNER //** UBISOFT Competition - Montreal  
LUMO: THE LIGHT WITHIN / january - april 2022
  - Designing the game concept, overview, creative brief and RLD.
  - Managing on a SCRUM Agile methodology: tracking tools and lists.
  - Designing levels (layouts - blockmesh), the narration, the world building and level art.
- **CREATIVE & NARRATIVE DESIGNER //** IIM - Paris  
EQUINOXE / december 2020 - february 2022
  - Designing the game concept setting up intentions and features (creative brief - FSO).
  - Writing the scenario and narrative structure through system design.
  - Bringing the creative and world vision through level design, art and world building.

## WORK EXPERIENCES

- **GAME & WORLD DESIGNER**  
ROYALE MONKEY - Paris / april - september 2022  
Unannounced project - conception & pre-prod milestone.
- **INDUSTRIAL DESIGN INTERN**  
ALINEA - Aubagne / march - july 2019  
Design the furniture of the brand: market analysis, CAO, technical design, marketing.
- **MANAGER**  
4L TROPHY - Morocco / march 2018 - march 2019  
Humanitarian car raid event: find sponsors, car mechanic, company management.

## INTERESTS

- **VISUALS & VIDEO GAMES**  
Discovering several worlds bring me creativity. I draw concepts art and have an interest in the photography media. It helps me developing my level design blockout and level art.
- **MOVIES & MUSIC**  
I like the film industry development process, how it tells stories, the similarities with the video game development. As a pianist & composer, music is important to create emotions.
- **SPORTS & EDITING**  
In addition to the artistic aspects, I like sports who bring me inspiration and feels for creative games or editing projects as snowboarding, hiking, biking, climbing, airsoft or break dance.