LEVEL DESIGNER

Lorenzo Chinosi

https://lchinosi.wixsite.com/lorenzochinosi

lchinosi@yahoo.com

+33 (0) 6 85 18 20 27

LANGUAGES

🇫🇷 native   🇬🇧 fluent

KEY SKILLS

Blockout
Layout
Paper level design
Level building
Playtest & iteration
Balancing
Documentation

SOFTWARES

unity   UNREAL ENGINE

source   Office

JIRA   TortoiseSVN

PERSONAL

Autonomous
Communicative
Team Player
Proactive

INTERESTS

music, guitar/bass,
movies, reading,
skateboard,
board games

Work Experience

Level designer │ UBISOFT NADEO
2018 - 2019 (6 months) - Ubisoft/Nadeo Engine

- **Trackmania 2020:** blockout, prototyping, layout, balancing
  Racing arcade multiplayer - PC
- **Unnanounced project:** concept, prototyping, r&d, layout

Level designer │ KT RACING
2017 - 2018 (1 year 10 months) - KT HD Engine

- **V-Rally 4:** terrain, layout, building, event integration
  3D Sim-Arcade racing game
  PS4/Xbox one/Switch/PC
- **TT Isle of Man 2:** game design, career mode, online mode
  3D Simulation racing game
  PS4/Xbox one/Switch/PC

Level designer & Game designer │ SCOLA
2016 (2 months internship) - Unity 5

- **Serious game:** blockout, building, balancing, integration
  3D serious game - PC

Level designer & Game designer │ ARIES
2015 - 2016 (1 year school project) Unreal Engine 4

- **Kumolium:** concept, 3C, blockout, blueprint, building
  3D Platformer - PC

Personal Experience

Level & Game Designer
2020 - Today - Unreal Engine 4

- **Swap:** blueprint, concept, 3C, prototyping, layout, balancing, blockout
  3D FPS Puzzle - PC

Level & Game designer
2021 - Today - Unreal Engine 4

- **Super Bug Light :** blueprint, 3C, IA, event, score system, HUD, blockout
  2D/3D Action - PC

Game designer
2019 - 2020 - Board Game Prototype

- **Babylone:** Concept, playtest, prototype, balancing
  Strategy / Bluff up to 6 players

Education

2013 / 2016	**Bachelor Degree Game Design and Management**	from ARIES (video game school)
2011 / 2012	Preparatory Art School LISAA Paris	**(video game animation 2D/3D)**