



Nicolas FABRE

Level Designer

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💻 [Portfolio](#)

🌐 [LinkedIn](#)

Passionate

Involved

Meticulous

Curious

SKILLS

Level Design

- Blockout
- Layout
- Level Design Document
- Molecular Diagram
- Level Scripting

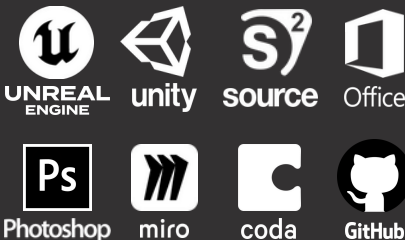
Tech Design

- AI Programming
- Game & Level Elements
- Unreal Blueprints
- C++ (Learning)

Game Design

- High Concept Document
- Game Design Document
- Game Analysis
- Concept Map

SOFTWARE



LANGUAGES

- French - Native
- English - Fluent (C1)
- Japanese - Learning (N5)
- Spanish - Elementary
- Cambridge English Certificate (2017)

EXPERIENCE

Lead Game & Level Designer — April - June 2025

PSYBREAK - First-Person Infiltration

Unreal Engine 5 - 6 weeks

- Level Design Document - Coda & Draw.io
- Blockout - Unreal Editor
- Level & Events Scripting - Unreal Blueprints
- Layout - Inkscape
- High Concept Document - Coda
- Jury Presentation - PowerPoint

Level & Game Designer — November 2024

Blaze: A Spyro Story - Action-Adventure

Unreal Engine 5 - 3 weeks

- Layout - Inkscape
- Level Design Document - PowerPoint
- Blockout - Unreal Editor
- Level Scripting - Unreal Blueprints
- Encounter Design - Draw.io

Level & Tech Designer — May - June 2024

Solus Zero - Third-Person Infiltration

Unreal Engine 5 - 3 weeks

- Layout - Inkscape & Draw.io
- Enemy AI - Unreal Blueprints
- Patrols & Scripting - Draw.io & Blueprints
- Game Design Document - PowerPoint
- Sound Design - Audacity

HOBBIES

🎮 Video Games

FPS, Immersive Sims, RPGs, Stealth
Half-Life, Deus Ex, Fallout, Thief

🎬 Cinema

Dramas, Thrillers, SF
Stalker, Mulholland Drive, Alien

🎲 Tabletop RPGs

Custom & Microgames
Regularly as a player or GM