

SKILLS

Level Design

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

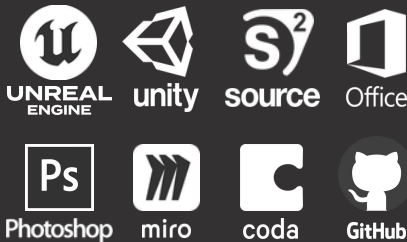
Tech Design

- 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
- Japanese - Learning (N5)
- Spanish - Elementary

HOBBIES

Video Games

Immersive Sims | RPGs | Shooters
Thief, Deus Ex, Fallout, Half-Life...

Tabletop RPGs

Custom & Microgames
Regularly as GM or player

Cinema

Dramas | Thrillers | Science Fiction
Stalker, Mulholland Drive, Alien

Nicolas FABRE

Level Designer

+33 (0)6 25 94 15 07

nicolasf@live.fr

[Portfolio](#)

[LinkedIn](#)

Passionate

Involved

Meticulous

Curious

EXPERIENCE

Lead Game & Level Designer — April - June 2025

PSYBREAK - Immersive Sim

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

Level & Game Designer — November 2024

Blaze: A Spyro Story - Action-Adventure RPG

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 Stealth

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

EDUCATION

Game Sup | Lyon, France — 2022 - 2026

Game Design & Production Management Bachelor

Currently in my 4th and last year

Cambridge English Certificate — 2015 - 2017

Val d'Argens High School Diploma