



Théophile Catella

Level Designer

SKILLS

Map production from concept to in-game delivery

Preproduction : level design, level concept
Prototyping : level blocking, gameplay testing
Production : level build, iteration
Delivery : level QA, level delivery

Level Design

Historical and realistic level design
Competitive multiplayer level design
Asymmetrical level design
Landmark design
Level scripting

Soft Skills

International focus groups management
International promotional livestreams
Teaching level design to team members
Internal and external oral and written communications
Documentation writing

EXPERIENCE

May 2021
Today

Level Design/Level Build - Eugen Systems

Designing 29 maps for Warno
Designing 132 playable skirmishes for Warno
Building 2 maps for Steel Division 2

January 2021
May 2021

Game Director - Snowy Path

The most downloaded student vertical slice in
Gamagora's school history
Directing 15 students

Since 2021

Game Jams - Evergrow & Cairn

Two game jams
Level designer and other positions

EDUCATION

2021

DU Level Design

Université Lyon 2 - Gamagora

2020

Licence Audiovisuel Médias Numériques

Université Lyon 3 - Information Communication

2019

DUT Métiers du Multimédia et Internet

Université Clermont Auvergne

CONTACTS

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LINKS

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SOFTWARES

Unreal Engine 5
Unity Engine
Iris Zoom Engine
Jira
Confluence
Git
Suite Adobe

LANGUAGES

French (native)
English
Spanish (notions)

HOBBIES

Ninjutsu bujinkan tenryū
Vegetarian cuisine
Retrogaming