Nils Nerson Level designer

nersonnils@gmail.com   +33 6 14 61 36 00   [My LinkedIn](#)   [My Portfolio](#)   Willing to relocate

As a level designer, I focus on making my levels as accessible as possible, to enable players of all skill level to experience them to the fullest.

Work experience

Level designer : Unannounced solo adventure and contemplative game(Unity, team of 20 people, Current project)

TheGameBakers, Montpellier, France
September - November 2022

Balance the **gameplay experience** of areas based on the creative director's vision.
Test and research gameplay interaction to add to levels.

Level designer : Unannounced competitive tactical FPS (UE4, team of 15 people, 2 months)

Virtuos, Cergy, France
September - November 2022

Responsible of one of the **project gamemode and all its maps**.
Kept levels updated based on the **team's and client's feedback**.

Level designer : Unannounced multiplayer TPS project (UE4, team of 15 people, 6 months)

Virtuos, Cergy, France
Febuary - July 2022

Responsible of the project's **level design vision** and **production**.
Kept metrics updated and made sure they were **followed through all features**.

Game/Level designer : Unannounced AAA project (UE4, outsourcing team of 10 people, 8 months)

Virtuos, Cergy, France
July 2021 - Febuary 2022

Works on several **level design** tasks.
Writes **game design documents** for programmers to follow.

Intern Game designer and Programmer : [Xenocider](#) (Unreal Engine 4, VR first person shooter, team of 8, 3 months)

Donuts. Co, Tokyo, Japan
June - September 2019

Prototyped and tested several mechanics for the game (weapons, compass...).
Xenociders was **released in early 2020**.
Worked in a french and english speaking team, in a fully japanese environment.

Projects

Level Designer : [Swift](#) (Unity, first person competitive game, team of 7, 9 months)

Supinfogame Rubika
2020 - 2021

First person capture the flag melee only competitive game.
Level designed the game's maps, considering level artists' needs.
Worked on readability using **color and shape codes**.

Level Designer : [Ethereal Sprinter](#) (Unreal Engine 4, first person runner, solo project, 1 month)

Personal project
Summer 2020

Project inspired by the demo of the game **Ghostrunner**.
Recreated the demo's controller and interactions in UE4.
Built a 3-minute level in the style of the original game.

Level Designer : [Lights Orb](#) (Unreal Engine 4, first person platformer, team of 6, 9 months)

Supinfogame Rubika
October 2019 - June 2020

Level designed all the levels of a speed running game.
Created a signs and metrics code for the levels.

Education

Rubika, Valenciennes, France
Graduated in 2021

Master's in Game Design and Management, Supinfogame Rubika

Skills

Design skills

- **Level design** (using **thematics** and **artistic contrasts**)
- Writing **signs** and **metric level design** documents.
- Basic AI design.

Software skills

- Level design and prototyping on **Unity and Unreal engine 4/5.**
- 3D Modeling knowledge on **Blender**.
- Making design document using **InDesign**, the **Office Suite**, **Confluence** or **Notion**.

Languages

French (Native)
English (Fluent)
Japanese (Beginner, learning)

Interests

- Playing video games, my favorite ones are Dishonored, Super Smash Brothers Ultimate, and God of War 2018.
- Cinema and movies.
- E-Sports, I am a regular player of League of Legends and keep myself updated on the game's championships around the world.
- I still work on [Swift](#) on my free time, making new levels and playing with friends on the game's discord server.