

CONTACT DETAILS



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Montpellier, France (Open to relocate in the world)



<u>Linkedin</u>



www.nilsbreard.com

LANGUAGES

French **Native**

English

SKILLS

Basic visual scripting unreal Narrative Design

Work with P4V

Work with agile method

SOFTWARES MASTERED

















Obsidian Figma Affinity Google Docs

INTERESTS

Video Games

History

Travels

Karate

NILS BREARD

LEVEL/GAME DESIGN

FORMATION

Objectif 3D

2021 - 2025

Game & Level Design - Montpellier

- Year 4 / OAsys (FPS Runner Action) Released on Steam
 - One year project Leader LD/GD Game/Level Design Document
 - UI/UX Narrative Narrative Design Teamwork
- Year 3 / OAsys Map Lyra (Shooter Multiplayer)
 - Game/Level Design Document Prototype
- Year 2 / Hellvest (Farming Simulation RPG)
 - o 3 Month project Game/Level Design Document
 - Prototypage
- Year 1 / Île au trésor (Maya Scene)
 - Pre-production document Maya Modeling Texture
 - Staging

University Lyon 2

History - Lyon

2017 - 2019 / 2020 - 2021

DIPLOMAS

• RNCP 32064 Lead Infographiste 3D

2025

- Obtaining at Objectif 3D Montpellier
- RNCP34484 Infographiste 3D
 - 2024
 - Obtaining at Objectif 3D Montpellier

2017

o Obtaining at lycée René Dayve, Fayet.

SKILLS LEVEL DESIGN

· Creation and maintenance of documentation

• Baccalaureate Literature

- Tests and Iterations
- Proposal of gameplay mechanics and Narration Proposal and application in a level
- Establish a work pipeline
- · Design of immersive experiences
 - Application in a Level

PROTOTYPES / LEVELS / GAMEJAMS

Levels for the community: Prototypes Unreal:

- Metro Exodus
- Source 2
- Portal

- Party Game
- Map Lyra

Gamejams:

- Drive, Teddy, drive!
 - Two Days of Nothing
- You had one job
- Rooters

PROFESSIONAL EXPERIENCE

- Seller
 - Feu Vert France

Août 2023 / 2022 / 2021

Working Holiday Visa New Zealand

2019 - 2020