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Game & Level Designer

I'm a versatile and fast-learning young designer,
looking for a position in a studio, to work and learn with passionate people.

Formation:

- 2009-2013** **Master in Management and Game Design** [Supinfogame](http://Supinfogame.com) - Valenciennes, France
-Management techniques, Game Design Mechanics
-Design, communication and teamwork techniques
-Ergonomics, psychology ...
During the course of the studies, we produce several projects in teams through an exercise called "intensive week". The last year is focused on the development of a video game prototype.
2 Internships are required to validate the Master Degree.
- 2009** **Baccalauréat** French High-school diploma in Sciences (Physic & Chemistry Major)
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Work Experience:

2015 (8 months) – Assassin's Creed Syndicate – Junior Level Designer – Ubisoft Montpellier, France
I worked with an in-house engine to build some of the side missions of the main game. I also worked on a few missions of the DLC **Jake the Ripper**.

Internship:

2013 (6 months) – Ocean Run – Level Designer – Mando Productions, France
I was Level Designer on the mobile game **Ocean Run**. It's a 3D runner mobile game (iPhone and Android).
I had to work a lot by myself and find solutions to solve the different issues I've encountered.

2012 (3 months) – Cloud Shepherd – Game / Level Designer – DSK Supinfogame, Pune, India
This game was made in group of 10, Indian and French students, to enter the **Square Enix Game Development Contest** India 2012. I've made the game design with the design team, and then I've made almost all the levels. It was interesting because of the difficulty of creating a lot of levels with very few features. **We finished first and won the Grand Prize Award.**

Seasonal Job:

2008 (summer) – Assistant at Studio Jamault (photo studio and photo lab) – Gray, France
- Helped the photo studio Manager with developing and editing photos.
- Organized myself according to the workload.
- Improved my Photoshop skills.

School Experiences:

2012-2013 – ACES – Game Designer / Programmer – Graduation Project
Aces is a team multiplayer action game, where players join planes squadrons to battle inside a 3D dynamic level. We were 6 students working on it. I was in charge of the **game design** and the **programming**. The game was developed on **Unity 3D**.

I worked on the planes 3Cs that needed to be **accessible** and **simple** yet give multiple **piloting possibilities**. I also worked on the different systems required by our game, a new mix between MOBA and action. We knew that developing a multiplayer game meant to perform a **lot of playtests** in order to provide the best experience possible. We were a small team, so in order to collect as many data as possible from these playtests, I also developed **specific tools**.

Intensive Weeks – Game Designer / Programmer

During intensive weeks we had to realize team projects respecting a specific theme and define constraints. Sometimes we worked in partnership with professionals so it teaches us to **work in teams**, to **adapt a project** to new conditions, and finally **respecting deadlines**. You can find more information about some projects realized during that kind of weeks in my portfolio.

Personal Projects:

I do enjoy creating projects in order to practice various game engines such as **Hammer** or **UDK** and more intensely **Unity** (making tools editors for example). You can see some of my personal projects on my portfolio, such as a **Team Fortress 2 map**, **Unity tools**, **games** created during **game jams** or just **experimentations** on engines.

I recently worked on several maps for **Mirror's Edge** and adding bots to my graduation project **Aces**.

Skills:

IT Skills:

(Basic = ●○○○ ; Good knowledge = ●●○○ ; Working knowledge = ●●●○ ; Expert = ●●●●)

Game and Level Design:

MsOffice: ●●●○

yEd: ●●○○

Google Sketchup: ●●○○

Hammer: ●●○○

UDK: ●●○○

Graphics:

Adobe Illustrator: ●●○○

Adobe Photoshop: ●●○○

3dsMax: ●○○○

Development:

Unity: -JavaScript: ●●●○

-C#: ●●●○

Flash: -ActionScript 2: ●●●○

-ActionScript 3: ●●○○

-Visual Scripting: ●●●○

Other:

Audacity: ●●○○

Adobe Premiere: ●●○○

Languages:

-French: Mothertongue

-English: Fluent

Interests:

Music: Plays bass (self-teaching), wide range of tastes (rock, ska, reggae, rap, classic...)

Sports: Badminton (former competitor), eclectic (tennis, volley, basket, table tennis, archery...)

Video Games: *Mirror's Edge*, *Dishonored*, *Far Cry 3*, *Lumines*, *League of Legend*, *Just Cause 2*, *Portal*, *Starcraft 2*, *Super Smash Bros. Melee*...

Literature: *Chewing-gum et spaghetti* (C. Exbrayat), *The Hunt For Red October* (T. Clancy), *The Lord of the Rings* (J.R.R. Tolkien), *JPod* (D. Coupland)...

References:

Upon request.