

Maxime Maroukian

Game Design - Level Design

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Nationality : French

Personal Goal: I work on popular AAA games, I say 'YES' to the player & I perfect my experience of cutting-edge game engines

Projects:

June 2014 -
Present

Level Designer - Dishonored 2 - Void Engine

- Design a mission of Dishonored 2, the follow-up to Dishonored, recipient of over 100 'Game of the Year' awards in 2012
- The game will be available in November 2016 on PC, Xbox One & Playstation 4

May 2008 -
April 2012

Game and Level Designer - Casus Belli - CryEngine 2

- Designed game systems and game mechanics for this BF-Like modification of Crysis Wars
- Developed an aim_map for a 1vs1 tournament sponsored by Intel

January 2006 -
December 2008

Game and Level Designer - Stargate : The Relief - Refractor Engine

- Designed an asymmetrical gameplay and two maps according to the movie Stargate
 - Reached 100 000 downloads for the release 1.01
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Experience:

June 2014 -
Present

Level Designer - Arkane Studios - Lyon France

- Produce the level design documentation, including mission intentions and high-level concepts
- Create the level layouts in collaboration with the level artists and architects
- Implement gameplay events into the maps (encounters, narrative, objectives) by using specialized tools
- Work closely with the art department and collaborate with all development disciplines
- Analyze and fix level design bugs

June 2013 -
September 2013

Level Design Intern - Turbo Tape Games AS - Bergen Norway

- Designed levels for Full Cycle, a browser-based tactical multiplayer cycling game
- Worked on several non-announced game projects

September 2010 -
June 2013

Founder and President - Web it Easy Association

- Advised retailers and associations how to increase their internet visibility
- Handled the website of a local merchants association
- Offered free web design courses

November 2007 -
April 2012

Co-Founder - French Touch Studio Community

- Brought together 20 non-professional game developers around nonprofit projects
- Developed Casus Belli and Stargate : The Relief which count up 150 000 downloads now
- Encouraged communication and mutual assistance between french modding teams

March 2008 -
July 2009

Coordinator - Battlefrance Association

- Organized with Futurolan the most important lan event in France, the Gamers Assembly
 - Coordinated esports competitions on Battlefield, Left 4 Dead and Crysis
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Education:

September 2010 -
June 2014

SUPINFOGAME France - Master in Game Design and Management

Valenciennes, France

Skills:

Engines

- Advanced : Void Engine, CryEngine, Refractor
- Intermediate : Unity 3D, Unreal Engine

Softwares

- Advanced : Microsoft Office, Photoshop
- Intermediate : 3D Studio Max, Premiere, Sketchup, Perforce, Hansoft, Flash, InDesign
- Beginner : Illustrator, Visual Studio

Programmation

- Python, C#, LUA, AS3, Haxe, HTML, CSS

Hobbies and Interests:

Reading

- Science Fiction : Isaac Asimov, Alain Damasio, Dan Simmons, Charles Wilson, Stephen Fry, Richard Morgan, Orson Scott Card

Disruptive Technologies

- Deep Learning, Blockchain, Virtual Reality

Video Games

- Action : Battlefield, Rainbow Six, Crysis, Team Fortress 2, Squad, Dishonored, Red Orchestra
- Strategy : Total War, Sins of a Solar Empire

Languages:

French : Native

English : Professional working proficiency

Spanish : Elementary proficiency

About Me:

Full Clean
Driver License

Dynamic
Versatile
Positive
Realistic
Determined

