

VALENTINE PRÉAUX

JUNIOR LEVEL DESIGNER



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Curious about how a video game is built, my experience with a publisher allowed me to understand the different stages of production and how teams collaborate throughout the process. My time at Microds broadened my overall perspective on a project and the expectations of each discipline. Passionate about learning and solving game design challenges, I enjoy working in a team, sharing perspectives, and contributing to coherent and well-crafted projects.

EXPERIENCE

Internship QA Tester at Microds, PARIS 6 months - September 2025 to February 2026
QA Testing, bug reports, use of devkits, communication within teams

Internship 3D Artist at BlackTool, PARIS 2 months - January to February 2024
Modeling, rigging, texturing, animation

PROJECTS

 **THE LIGHT ABOVE - Video game development** 9 months - 2025
Lead - Level Designer - Tech Artist

 **Horror Game - Level Design exercise** 10 hours - 2025
Level Designer

CORE SKILLS

UE5 - Level Design

- Blockout / Gray boxing
- Documentation (GDD/LDD)
- Composition
- Iterations / Flow / Circulation
- Narrative mission design
- QA testing / UX

UE5 - Tech Art

- Master material / Shaders
- PCG
- Blueprint
- Integration

BLENDER / MAYA - PAINTER / DESIGNER

- Modeling (LP/HP) / Texturing
- Rigging / Animation
- Lighting
- Geometry nodes / Scripting
- Realistic and stylized renders

JIRA / MIRO - Project Lead

- Planning
- Team organization
- Tasks distribution

EDUCATION

4-Year Degree – Game Design, Game Art, 3D Animation & VFX 2022 - 2025
BRASSART School, in Nantes, FRANCE

INTERESTS

SOCIOLOGY

I educate myself to understand human behaviors.

RUNNING

It helps me to be disciplined and to stay healthy.

NATURE

I often need the peace of quiet places to recharge my batteries.

LANGUAGES

FRENCH - Native

ENGLISH - Fluent

SPANISH - Intermediate