VALENTINE PRÉAUX

JUNIOR LEVEL DESIGNER

🌐 Site Web – Portfolio
◣ ArtStation – Portfolio
in LinkedIn
✉ preauxvalentine.pro@gmail.com

Driven by level design, I enjoy exploring how level structure, pacing, and player guidance shape player behavior and emotions. By paying attention to how players move and make decisions, I aim to create spaces that feel intentional, engaging, and meaningful.

EXPERIENCE

MICROIDS
QA Tester on AA games – Internship

Paris, France
6 months – September 2025 to February 2026

- Conducted multiple types of testing depending on production stage and build requirements, including functionality, sanity, smoke, and regression testing.
- Reported bugs in each game's database with clear titles and descriptions, defined severity and reproducibility, and detailed steps to reproduce, including affected platforms and versions.
- Conducted testing across multiple devkits and platforms using platform-specific methodologies, including basic TRC/compliance testing on PS5 / PS5 Pro, Xbox Series, Xbox One, PC (Steam, GOG, Microsoft Store, DRM-free), Nintendo Switch, and Steam Deck.
- Communicated effectively across teams, acting as a liaison and support between the publisher's production team and the development studio.

BLACKTOOL
3D Generalist – Internship

Paris, France
2 months – January 2024 to February 2024

- Created 3D characters, props, and environments in Blender based on a production script for an unreleased stop-motion miniature series, including cleanup and reconstruction of legacy models.
- Developed modular character models with simplified, reusable shapes to support high visual variety.
- Produced optimized unique props with clean topology and UV unwrapping for physical miniature integration.
- Performed texturing and animation tests in Blender and Substance Painter to achieve a realistic stop-motion look.
- Rigged main human characters with soft, non-mechanical arm movements to replicate stop-motion-style articulation.

EDUCATION

4-Year Degree – Game Design, Game Art, 3D Animation & VFX

BRASSART School, in Nantes, France
2022 - 2026

- Strong focus on game and level design: blockout/grayboxing, composition, player guidance, flow, pacing, and narrative mission design.
- Designed and iterated on playable levels in Unreal Engine 5, applying UX, gameplay readability, and technical constraints.
- Learned full game production pipelines, from preproduction (references, moodboards, scope definition) to final playable builds.
- Developed technical level design skills: modular kits, trim sheets, texel density, collisions, optimization, clean normals, and procedural generation (PCG).
- Used UE5 tools including Blueprint (node-based scripting), master materials/shaders, lighting, asset integration, and QA/UX testing workflows.
- Collaborated on multiple team projects, gaining experience in planning, team organization, task distribution, and professional production standards.

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EDUCATION

DUT – Multimedia and Internet Professions (MMI)

IUT de Laval, in Laval, FRANCE
2020 - 2022

- Developed project management skills through team-based projects, including collaboration, budgeting, feasibility analysis, and delivery of realistic concepts.
- Learned graphic design and data visualization principles, focusing on visual hierarchy and clear communication.
- Built strong foundations in programming logic and algorithms, with hands-on experience in HTML, CSS, JavaScript, PHP, and Python.
- Studied marketing and communication strategies, including brand identity, competitive analysis, and SWOT methodologies.
- Produced multimedia content, covering photography, video, storyboarding, editing, databases, and audio fundamentals.

PROJECTS

Final Year Project – Video Game Development : THE LIGHT ABOVE
Lead - Level Designer - Tech Artist

- Led a team of 5 students over a 9-month production cycle, planning development in Jira, defining milestones, distributing tasks, and running regular meetings to ensure clear communication.
- Managed project scope and workload through collaborative decision-making, including restructuring the narrative timeline from 5 in-game days to 2 core days to deliver a polished playable slice.
- Designed and iterated on all game levels in Unreal Engine, focusing on narrative and contemplative level design, player guidance, visual framing, flow, and pacing.
- Iteratively refined gameplay rhythm to eliminate downtime, balancing a high-tension level and an exploratory village level through multiple design iterations.
- Contributed to art direction, defining visual references inspired by Firewatch and Luca.
- Developed a project-wide master material as Tech Artist, supporting flexible material adjustments, vertex painting, and efficient asset integration.
- Provided cross-discipline support across development and art pipelines, including rigging and skinning of the two playable characters.

SKILLS

- Level Design (Unreal Engine 5): Blockout / Grayboxing, Flow, Pacing, Composition, Narrative Design, Iteration
- Game Engine & Tech (UE5): Blueprint, PCG, Master Materials, Shaders, Lighting, Asset Integration
- 3D Art (Blender, Maya, 3ds Max): Modeling (LP/HP), Retopology, Rigging, Animation
- Texturing (Substance Painter / Designer): Realistic and Stylized Texturing, Procedural Workflows
- Optimization: Texel Density, Modular Kits, Trim Sheets, Collisions
- Production & QA Tools: Jira, ClickUp, Miro, QA / UX Testing

INTERESTS

- I educate myself to understand human behaviorsInterests include **sociology**, to better understand player behavior and decision-making.
- **Running**, for discipline and long-term focus
- **Nature**, as a way to recharge creatively and gain perspective.

LANGUAGES   **FRENCH –** Native   **ENGLISH –** Fluent   **SPANISH –** Intermediate