



JUNIOR LEVEL DESIGNER

MARIUS QUEULIN

CONTACT

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Click/Scan to see my portfolio



SKILLS

Junior Level Designer

- LD Gameplay & Narration
- Greyboxing
- UE5 Blueprints
- Sketches & LD Documents

Junior Game Designer

- Game Concepts
- Game Feel & 3C
- Prototyping
- GDD & Team Documents

Soft Skills

- Teamwork
- Proactive
- Taking Initiative
- Active Listener
- Lead Roles

French : Native

English : Professional

INTERESTS

- Movies & Series | Fav. Genre : Absurdist, Comedy, Drama
- Music, Novice Composer
- DIY : Craft, Repairing Tech.
- Travel & Exploring

Junior Level Designer with a holistic approach who loves to build engaging levels featuring rhythmic gameplay and environmental storytelling through visual & sound elements. I care deeply about polishing levels and helping my team.

PROFESSIONAL EXPERIENCE

JANUARY/JULY 2026 - CYANIDE

Level Designer - 6-Month Internship

- Working on PCM 2026
- Creating stages within a short time frame
- Merging real references & creative ideas
- Pushing engine & assets limitation

PROJECTS

2025 - TERMINUS

TPS Survival Horror

Level Designer, Game Designer & Supervisor Sound Design

- LD KIT, modules & instances
- UE5 Blueprints playground
- Playtests & feedback management

2023 - BREAKING POINT

Driving Narrative Adventure

Lead Game Designer, Level Designer & Sound Designer

- Mission Design with their unique GPE
- Metrics, gym & test maps
- Synergy & com. around prototypes

2022 - JAIL

2.5D Puzzle Platformer

Level Designer, Game Designer & Sound Designer

- RGD puzzles
- Sketching & greyboxing levels
- Team documents & meeting

➔ *See my portfolio for more details & projects*



PERFORCE



Trello

EDUCATION

2025 - MASTER'S DEGREE GAME DESIGN

ARTFX Schools of Digital Arts

- Level Design, Game Design, Prototyping...
- Workshops & projects, theory & practice
- Drawing, film & photography fundamentals
- Boardgame club member