



Nils Vandamme

Level Designer

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- French, living in France open to relocation

Hello there, I'm a 5th year gameplay programming Master's student at Rubika Supinfo Game. I'm passionate about creating immersive & meaningful experiences players will remember fondly. My interest for game dev started as a kid through modding and has never ceased since then.

I'm looking for a 4 to 6 month internship starting June 2021.

Experience

More info on my work experiences on my [website](#)

- ▶ **Barbedwire Studios (Nov 2020- present) - Lead level designer**

Gates of Hell (TBD) - managing a team of 4 level designers, I organized the tasks for the late production, polish and beta phases, and am still preparing the plans for post-release content.

- ▶ **Barbedwire Studios (2017- present) - Level designer**

Gates of Hell (TBD) - Working in a small international team, I created around 10 maps based on historical locations of the Eastern Front of WWII after meticulous research.

- ▶ **Efidev (2017) - Internship**

Management consulting (1 month) - Sorting and organizing a stock of Agile and Lean related serious games to use during the company training courses. I also attended sessions on Agile management.

Student & personal projects

More info on these projects on my [website](#)

- ▶ **Plushies (2020 - 2021) - UI Programmer/Level designer**

PC, Unreal Engine 4 - Plushies is my Master's 5th year project. I am in charge of designing a small "open world" style level and help develop some UI features.

- ▶ **Dear (2019 - 2020) - Gameplay programmer**

PC, Unity - Dear is the main project of my Master's 4th year. I developed the front end of the game and most gameplay features, including a Unity UI based mock-OS for an ingame computer.

- ▶ **Out of Bounds (2019) - UI Programmer/Level designer**

Android, Unity - Out of Bounds is the main project of my degree's 3rd year. I developed the ingame shop and created a hundred rooms for our procedural dungeon system.

Skills

- ▶ **Programming languages & game engines**

Advanced: Unity C#, Unreal Blueprint, GEM Editor, GZDoom Builder.

Basics: C/C++, Javascript.

- ▶ **Software**

Advanced: Adobe Photoshop, Illustrator and Premiere, Office suite, GIMP, Inkscape.

- ▶ **Source control & project management**

Git, SVN, Perforce.

Trello, Confluence, Jira.

- ▶ **Languages**

French (native), English (fluent).

Interests & hobbies

- ▶ **Game modding**

2017: Men of War - Heroes of Stalingrad map pack. (3 maps + a dozen unit reskins)

2015: Men of War - Spartanovka (1 map with mission).

2013-2015: Doom II - 3 map-pack community projects. (5 maps in total)

- ▶ **Favorite games**

Men of War, Doom II, Post-Scriptum.

- ▶ **Other**

History, Reenactment, reading & writing.
I practice Urbex on the weekends.

Education

▶ **2019-2021 - Master's in Game Programming & Management, Rubika Supinfo Game, France**

▶ **2016-2019 - Bachelor's degree in Game Design & Management, Rubika Supinfo Game, France**