

YoanHernalesteen - Game/Level Designer

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Portfolio www.yoanhernalesteen.com

Summary

Over **10 years** experience
Unreal and **Unity** engine expert
4 published **console/PC** games
& **5** **mobile** games

Personal Profile

With over **10 years of experience** in both systems and level design, I'm a **passionate** and **creative** video game designer. I am highly motivated in creating AAA game experiences with **innovative** design that pushes the boundaries of what people expect from a video game. **Approachable, adaptable** with a keen **eye for detail**, I have the **technical skills** to quickly become an integral member of a development team.

Work Experience

2019 - Present DONTNOD ENTERTAINMENT - Senior Level Designer

- **Unannounced Unreal 4 project** (Console/PC): *a third person adventure game*

I'm working on the **design of several game mechanics** (3C and specific level mechanics) and the **creation of 3 levels** from concept (layout, gameplay mechanics, anim list, props list...) to completion (integration of animation, polishing/debugging...). These levels were made using the **Unreal Engine 4** and the blueprint system.

2016 - 2019 UBISOFT - Senior Game Designer

- **Mighty Quest** (iOS - 2018 - Ubisoft): *a freemium Hack'n Slash*

Managed several designers and **oversaw the design** of various **features of the meta-game**: game loop, retention, monetization, upgrade systems, events system and gacha system. I was also the **main designer** of the **combat, skill system** and **passive abilities**.

2014- 2016 GAMELOFT - Senior Game Designer

As part of the editorial team at Gameloft, I created **High Level Concepts** and **prototyped game mechanics** for future Free-To-Play projects. I oversaw the **design direction** of multiple games across the different studios, I reviewed the **documentation and builds** of these projects and helped teams **find design solutions**. I focused mostly on **Dungeon Hunter 5**, a hack-n-slash and **Dragon Mania Legends**, a Tycoon/RPG game.

2011 - 2014 NINJA THEORY LTD. - Game/Level Designer

- **Cancelled AAA project** (PS4/Xbox One/PC): *an open world action/adventure game*

Worked for 8 months on the **combat** and **traversal mechanics** of an **Open World Multiplayer Action Game** using the **Unreal Engine 4**. My work also included the **design of several areas** to test these game mechanics.

- **DMC Devil May Cry** (PS4/Xbox One/Xbox 360/PS3/PC - 2013 - Capcom): *a AAA action/adventure game* (Metascore 86)

I successfully **created four levels** from concept (layout) to completion (polishing/debugging). These levels were made using the **Unreal Engine 3** tools (Scripting with Kismet, Matinee...). Based on the studio directors and producers feedbacks, I **iterated** and **improved** my levels based on an aggressive milestone structure. I worked alongside the artists and animators to **prioritize** and **implement game content**.

Walkthrough of my levels visible on: http://www.yoanhernalesteen.com/?page_id=954

See more positions and recommendations on: <http://be.linkedin.com/in/yoanhernalesteen>

Personal Projects

2017 - Present Created multiple game prototypes to keep myself up to date on the various aspects of the **Unreal Engine 4** (*Blueprints, landscape, Animation Montage, Particle Systems*)

- **FPS/Survival Game:** Setup of game mechanics (Climb system) and level design (Landscape, UI, Pickups, AI)
- **3rd Person Action Game:** Setup of combat mechanics (Animation, Damage System, AI...)
- **Pinball:** Setup of physics based gameplay (physics, Spline System, Child Actors...)

Samples available on : <http://www.yoanhernalesteen.com/>

Education

2007 - 2009 **Master's Degree in Game Design and Project Management** (*Graduated with distinction*)- SUPINFOGAME - Valenciennes (France)

Final year project: **Knockin' Dead** - Survivors management game

Awards: Won the SACD prize and received the distinction of the Supinfogame jury.

2004 - 2007 **Bachelor of computer information system** - H.E.P.C.U.T. - Charleroi (Belgium)

Skills

Game Design

- High level to low level **design knowledge** (Gameplay, UX, ARM mechanics, Accessibility...)
- Able to **formalize complex concepts** and ideas, and explaining them to a team of developers (Game Concept, Game Design Document, Behaviors...)
- **GD/LD team management**, good communication and teamwork skills
- **Creative thinking** and **knowledge of classic video games genre**, their flagship titles and their audience
- Able to **organize playtest** sessions and **analyze playtest feedbacks**

Level Design

- **Creation of levels from concept to completion** to AAA standard (General Design, Layout, Flowcharts, Environmental design...)
- **Rational level design** (Learning Curve, Difficulty Balancing, Pacing, Reward...)
- **2D/3D prototyping of levels** (Unreal, Visio, Sketchup...)

Development Tools

- **Game engines:** Unreal Engine 4, Unity Engine
- **2D/3D:** Visio, Sketchup, Inkscape, Adobe Photoshop, 3ds Max
- **Project Management:** Perforce, Jira, Hansoft
- **Object Oriented Programming:** C#, C ++, Java, Flash AS3
- **Others :** Microsoft Office Suite (Word, Excel...), Adobe InDesign, Adobe Illustrator, Sony Vegas Pro

Languages

- **French** Mother tongue
- **English** Full professional proficiency

Hobbies and interests

- **Board Games** - *Scythe - 7 Wonders - King of New York - Quantum - Roll For The Galaxy*
- **Cinema** - *Alfred Hitchcock - Chan-wook Park - David Fincher - Stanley Kubrick*
- **Literature** - *Terry Pratchett - Lois McMaster Bujold - Max Brooks*
- **Video Games** - *Action/Adventure - FPS - Vs Fighting Game - RPG - Rogue-Like - Platformer*
- **Wrestling** - *New Japan Pro Wrestling*