



GAULTIER DOGNETON

Level - World Designer

Proactivity | Adaptability | Team Player



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[Portfolio](#)



Gąbińska 20/13
01-703 Warszawa, Poland

EDUCATION

Bachelor of Game and Level Design

Game Sup
2017 - 2021

HOBBIES



Architecture



FPS



Traveling

LANGUAGE



French
Native



English
Fluent



Polish
Basics

About me

I'm a passionate Level/World Designer with 5 years of AAA experience, driven to build meaningful, memorable worlds that deepen player immersion

Experience

November 2023 - Present

Techland | Warsaw, Poland

Level /Open World Designer

Dying Light : The Beast

- Designing in-game locations, writing their history, and implementing them in-engine.
- Designing, and implementing Side Quests
- Designing elements of the Open World game loop
- Designing activities, for the Open World
- Designing complex movement paths for the player.
- Closely working with Animation, Narrative, Quest System and Art departments

February 2021 - October 2023

Ubisoft Ivory Tower | Lyon, France

Junior Level Designer

The Crew Motorfest (sept 2023)

- World Design
- Mission Design
- Player interactions and progression
- Integration of features in mission and world flow

April 2023 - Present

Game Sup | Lyon, France

World Design / Level Design Lecturer

- Rational Level Design
- Crafting World experience
- Practical exercise
- 30 student class

Skills

World Design
Level Design
Level Scripting
Sketching
Blocking
Rational Design

Softwares



Unreal Engine



Jira



Illustrator



Photoshop



Confluence



Miro



Office
Microsoft (or Google) Suite