



YOANN PIERKOT

LEVEL DESIGNER

I'm a **fifth-year student at Rubika**, specializing in level design, and previously a **freelance level designer at Happy Volcano** for more than 7 months. I'm passionate about creating captivating, unique, and immersive levels that ignite players' imagination and encourage them to exploit the specific features of each map. Always eager to learn and grow, I constantly explore new approaches to level design, ensuring flexibility and adaptability.

CONTACT :

✉ pierkot.yoann@gmail.com
📍 Lille, France (willing to relocate)
🌐 yoann-pierkot.netlify.app 

SKILLS :

Level Design Blockout Iteration
Coding Playtest Documentation
Game Design World Building

SOFTWARE :

Unity Unreal C# Blueprints
Git Photoshop Illustrator
Office Suite Jira Miro

SOFT SKILLS :

Team work Meticulous Logical
Creativity Flexibility Work ethic

LANGUAGE :

🇫🇷 French : native
🇬🇧 English : proficient

GAME GENRE INTERESTS :

Competitive FPS Stealth Action

HOBBIES :

Football Hiking Cycling
Esport New Technology

WORK EXPERIENCE :

NOT ANNOUNCED PROJECTS

NDA - UNITY - PC - 3 MONTHS (2023)

FREELANCE LEVEL AND GAME DESIGNER AT HAPPY VOLCANO

- Developed semi-open world blockout levels for an unannounced game during pre-production to determine optimal level designs.
- Conducted research and playtesting on similar games within the genre.
- Created game design documentation for another unannounced project.

YOU SUCK AT PARKING

RACING - UNITY - PC, CONSOLE - 8 MONTHS

INTERN AND FREELANCE LEVEL DESIGNER AT HAPPY VOLCANO

- Worked for 4 months as an intern (2022) and 4 months as a freelance (2023).
- Designed single-player and multiplayer levels for the game's release in September.
- Conducted research and playtesting for upcoming updates.

STUDENT PROJECTS :

AC ORIGINS BLOCKOUT

AC ORIGINS BASED - UE5 - 3 MONTHS (2022)

LEVEL DESIGNER AND PROGRAMMER

- Created the blockout of a fort based on AC Origins gameplay using UE5.
- Analysis of AC Origins' forts and the level design 360 camp approach technique.

VALORANT BLOCKOUT

VALORANT BASED - UNITY - 3 MONTHS (2023)

LEVEL DESIGNER AND PROGRAMMER

- Created the blockout of a competitive map inspired by Valorant's gameplay in unity.
- Conducted research and analysis of Valorant's current map pool, focusing on metrics, level-specific requirements, and the use of agents' abilities across all maps.
- Designed layouts and blockouts based on findings from the research.

ESQUIRREL

MOBA - UNITY - PC - 3 MONTHS (2022)

LEVEL DESIGNER, PART-TIME GAME DESIGNER, AND PROGRAMMER

- Conducted level design research, basic concept development, and layout planning.
- Created and iterated blockouts based on playtest feedback.
- Contributed to overall game design and concept development as a game designer.
- Programmed all GUI elements for the game.

EDUCATION :

- Master degree in Game Design at Rubika, France (2019-2025)
- A year of Game Design at Brassart, France (2018-2019)
- Private drawing lessons (2010-2019)