**Robin Peixoto**

Level Designer

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**Level Design Experience**

2023.03 - Today [**Chenonceau - Third Person Action Adventure Prototype**](https://www.peixotorobin.com/chenonceau)

* Solo production of a Level prototype partly staged in the castle of Chenonceau.
* Address new constraints in Unreal Engine 5.
* Expand on the blueprint system of the engine.

2020.03 - 2022.01 [**Endo Woita - First Person Action Adventure**](https://www.peixotorobin.com/endowoita)

* Producing a vertical slice with 3 collaborators on Unreal Engine 4.
* Focus on overall Design, Level Design, Scripting.
* Pitching the game to eventual collaborators, publishers.

2019.05 - 2019.08 [**CGMA Level Design For Games Showcase Course**](https://www.peixotorobin.com/cgma-level-design-for-games)

* Course created by Emilia Schatz, Lead Level Designer at Naughty Dog.
* Production of 10+ levels in total with the supervision of professionals.
* Emphasis on third person mechanics, composition, shape theory, combat design and psychology.

**Education & Training**

2023.04 - 2023.07 **Career Workshop : Getting Started in Games - cgmasteracademy.com**

2019.05 - 2019.08 **CGMA Level Design for Games - cgmasteracademy.com**

2018.10 - 2018.12 **MicroMaster Instructional Design : Learning Theories - edx.org**

2018.10 - 2018.12 **MicroMaster A Global History of Architecture - edx.org**

2018.05 - 2018.07 **MicroMaster Introduction to User eXperience - edx.org**

2015.09 - 2016.06 **Game Design & Management Studies - Rubika School (France)**

2013.09 - 2015.06 **Game Design & Management Studies (India) DSK Rubika School, Pune**

Graduation 2013 **French Scientific Baccalaureate Georges Dumezil - Vernon**

**Other Work Experience**

2018.01 - 2023.06 **Adecco - Part-time Operator, Handyman**

* Fulfill missions in different companies in need of labor, adapt to each working environment and specific constraints**.**
* Examples : prepare a big professional event, operate machines, load or unload cargo, guide English-speaking guests.

2017.01 -2017.09 **Alland & Robert - Manufacturer, Operator**

* + - * Responsibilities : operating different machines, preparation of orders.
      * Respect of agri-food industry's standards of production

**Skills**

**Languages**

* French - Native
* English - Bilingual (Advanced C1)

**Technical Skills**

* Unreal Engine 5 and Blueprint system
* Office suite
* Maya, Blender, Sketchup
* Photoshop, Lightroom
* Git, Perforce
* Trello, Jira

**Other**

* Very Curious
* Problem Solver
* Team Player

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