

Anthony BARGEL

Game & Level Designer

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EXPERIENCES

Level Designer (Artefacts Studios)

February 2024 until November 2024

Unreal Engine Integrator (Albyon)

November 2020 until March 2021

Game/Level Designer (Kt Racing)

May 2015 until May 2020

PRODUCTIONS

MXGP 2024 (Artefacts Studios)

I'm currently in charge of the level design in the Free Roaming : an open area where the player will have several activities to do.

Glimpse (Albyon)

I integrated all 3d elements into Unreal Engine, creating placeholder animations for an interactive VR game.

WRC8, V-Rally 4, Tourist Trophy, WRC 7, WRC6, Flatout 4, WRC5 (Kt Racing)

I was in charge of many different tasks, writing the GDD in pre production and developing the various tracks in the Kt engine during production.

DEGREE/EDUCATION

Web Development degree (Afip)

February 2014 to July 2014

Game Design degree (Aries)

2006 to 2009

Bacalaureat S (Lycée Carriat)

2006

SOFTWARE KNOWLEDGE

Unreal Engine 4

Unreal Engine 5

Unreal Blueprint

Blender

3D Studio Max

HTML/CSS

JavaScript/Angular/Jquery

PHP/MySQL

Python

LANGUAGES

French

English

HOBBIES

Volley Ball

Video Games

Ski

Bass Guitar