



# Kiyan Forestier

## Level Designer

- Date of birth 04/07/1997
- kiyan.forestier@orange.fr
- <http://kiyanforestier.wixsite.com/showcase>
- +33 6 05 25 79 59
- Lyon, 69007
- Driving Licence

### Qualities

- Talkative
- Curious
- Flexible

### Languages

- English** TOEIC (945)
- Italian** B2 - Oral and writing comprehension, suitable oral

### Hobbies

- Martial arts**
  - 1<sup>st</sup> dan Judo (23y)
  - Viet vo dao (13y)
- Music**
  - Electric guitar and bass
- Traveling**
  - Discover new countries (up to date passport)
  - Meeting local people
  - Cultural exchanges
- Photography**
  - [Online gallery](#)
- Computer science**
  - 3D printing
  - Virtual Reality
  - PC building
  - Drones making

## Job search in Level Design

Specialized in Level Design and recent graduate from my Master degree in Game Design, I enjoy working in a team ; I want to maintain a high production quality so that I can be proud of our creations.

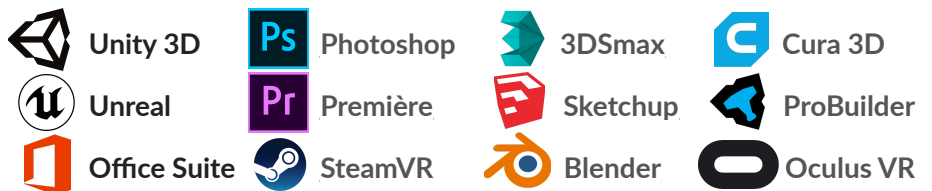
## Transmedia studio project : Creation of an action-RPG, Game / Level Designer on the game Shogun no Kamigami

- Since 2017 **Transmedia license: Shogun no Kamigami**  
[ShiniGames](#) Lyon  
Contribution to the creation and documentation (GDD, LDD metrics) of several game prototypes :
  - Quest / Boss / Patern Combat & Gameplay Design
  - Showcased the game in several conventions
- Since 2018 **Level Design**  
Level Designer on the main game of the license Shogun : Creation and implementation of semi-procedural world building rules. Collaboration with developers and artists.
- Since 2022 **VR architecture prototyping**  
Creation of a physic-based VR system prototype
  - Multi-platform VR : Oculus Rift, Quest, HTC Vive...
  - Game Feel VR, LD balancing, level patterns...


## Other activities : Occasional Quality Assurance Tester

- Since 2016 Internal playtests on company requests :
  - Duration from one day to a full week
  - Specific theme presented at the contract's beginning
- Depuis 2019 [Focus Home Interactive](#) Lyon  
Depuis 2018 [Ubisoft - Ivory Tower](#) Lyon  
2016 [Nvidia](#) Lyon

## Software



## Diplomas

- From 2020 to 2022 **Game Design Master (Apprenticeship)**  
[ICAN](#) Paris 
- From July 2018 to July 2020 **Training in computer programming**  
[CNFDI](#) Lyon 
- From 2015 to July 2018 **Game Design Bachelor**  
[Bellecour Ecole](#) Lyon 
- From 2012 to May 2015 **Baccalauréat S - Science / European section**  
[La Martinière Diderot](#) Lyon