YOANN SAQUET

LEVEL DESIGNER

https://www.yoannsaquet.com/
yoann.saquet@gmail.com
Lyon, FRANCE

PROFESSIONAL EXPERIENCE

2022 – PRESENT FREELANCE LEVEL DESIGNER

- **Unnanounced (Wolfeye Studios)** *To be released*
  Stealth action singleplayer FPS
  N/A

- **Phantom Squad (Ctrl Freak)** *Released in July 2025 on PC*
  Tactical top-down shooter, singleplayer and co-op on Unity
  Preliminary work on missions and level design. Created 2D top down layouts with mission briefing, level theme, enemies placement for all levels and defined LD guidelines.

- **No Rest for the Wicked (Moon Studios)** *Released in April 2024 on PC (Early Access)*
  Souls-like mixed with action RPG isometric camera, singleplayer and co-op on Unity
  Reworked and iterated on layouts and enemy encounters on various levels (mostly The Black Trench, Nameless Pass and Cerim Crucible)

2019 – 2021 LEAD LEVEL DESIGNER ARKANE STUDIOS

- **"DEATHLOOP"** *Released in September 2021 on PC, PS5*
  Stealth action FPS with singleplayer and 1v1 multiplayer on Void Engine
  In charge of leading a team of 10 Level Designers, 2 Tech Level Designers and 1 Campaign Designer, responsible of the mission design, layouts, enemy encounters and other interactive elements. Ensuring good collaboration with other teams.

2014 – 2019 LEVEL DESIGNER ARKANE STUDIOS

- **Wolfenstein: Youngblood** *Released in July 2019 on PC, PS4, X1, Switch*
  Co-op FPS on id Tech 6 engine
  In charge of "Political Detention Area 4" level, also worked on "Little Berlin" level

- **Dishonored: Death of the Outsider** *Released in September 2017 on PC, PS4, X1*
  Standalone DLC for Dishonored 2 on Void Engine
  In charge of "A Hole in the World" level with another LD

- **Dishonored 2** *Released in November 2016 on PC, PS4, X1*
  Stealth action singleplayer FPS on Void Engine
  Worked on several levels (Dunwall streets, Aventa district, Dust District, Palace district) in collaboration with other Lds

2013 – 2014 LEVEL DESIGNER EIDOS MONTRÉAL

- **Deus Ex: Mankind Divided** *Released in August 2016 on PC, PS4, X1*
  Stealth action RPG singleplayer, mix of FPS and third person view on Glacier 2 engine
  In charge of first mission in Dubai and helped on Golem City

2005 – 2012 LEVEL DESIGNER ARKANE STUDIOS

- **Dishonored: Dunwall City Trials** *Released in December 2012 on PC, PS3, 360*
  Challenges DLC for Dishonored on Unreal Engine 3

- **Dishonored** *Released in October 2012 on PC, PS3, 360*
  Stealth action singleplayer FPS on Unreal Engine 3
  In charge of Chapter 4 "The Royal Physician"
- **Spec Ops: The Line** *Released in June 2012 on PC, PS3, 360*
  Cover-based third person game on Unreal Engine 3
  worked mostly on unreleased multiplayer levels forming some sort of campaign
- **LMNO** *Cancelled*
  Singleplayer action RPG in FPS on Unreal Engine 3
  Worked on level prototypes for a project where we collaborated with Electronic Arts
- **Return to Ravenholm** *Cancelled*
  Episodic game for Half-Life 2 on Source Engine
- **The Crossing** *Cancelled*
  Mix of singleplayer and multiplayer FPS on Source Engine
- **Dark Messiah of Might and Magic** *Released in October 2006 on PC*
  Singleplayer action FPS on Source Engine
  In charge of chapter 3 "Dead man's trail", part of chapter 7 "Fire in the blood", and chapter 8 "In the house of ashes"

Personal Experience

- Team Fortress 2 level pl_angkor finished in 2015 - design and art (models/textures)
- Worked on levels for Warsow around 2003 - 2004 (free competitive multiplayer FPS)
- 48h solo game jam (GMTK Game Jam 2020) available on my itch.io
- Various personal projects using Unreal Engine 4, doing both design/script and art
- Half-Life 1 modding (singleplayer mod and various multiplayer maps)

Tutoring

2017 - 2023

- **Level Design** and **Unreal Engine 4** teacher at *Aries Lyon* and *GameSup Lyon* schools
  Around 10 days per year, teaching Level Design theory, making students practice LD on Unreal Engine 4, following up on students projects

Skills

- Extensive knowledge of Unreal Engine, Unity, Source Engine and various other in-house editors/engine
- Professional experience in singleplayer, multiplayer and co-op level design
- Passion and experience for making immersive games, trying to create unique and coherent worlds with intuitive and rich gameplay
- Programming background (C, C++, php/mysql, ...)
- Good knowledge of Blender and Maya
- Languages: native French, good English, basic German and Spanish