

- **Thibault Courbet – Level Designer/Artist**
- 2-Chome-12-3-110 Kitamagome
Ota-ku, Tokyo-to
143-0021 Japan
- Email : thibault.courbet@gmail.com
- Url : <http://www.tcourbet.com>



Work Experience

2014 >> 20XX

Self-Employed (SW/JP)

- **Self-employed / freelance**
- **Personal Project**

2011 >> 2014

MachineGames (Sweden)

- **Wolfenstein: The New Order :**

Senior Level Designer/Environment Artist on the XboxOne/Ps4/PC AAA game built in IdTech 5.

- Helped understanding the engine and finding a good pipeline
- Mainly responsible for 4 of the chapters (art and level design)
- Handled levels from the blockout stage until completion
- Low Poly / High Poly / Textures / temp lighting and tech
- Worked on the vertical slice and press demos

2007 >> 2011

Starbreeze (Sweden)

- **Syndicate:**

Lead Level Artist on the Xbox 360/Ps3/PC AAA game.

- Built all the Vertical Slices (or CxP) on this game (BSP only).
- Working constantly with tools to improve the level building pipeline.
- Helped integrating Beast.
- Responsible of quality of the level art throughout the game.
- Personally responsible of 4 missions (LD, art, physics, occluders, etc...).
- My "pod" (1 level designer, 1 scripter, 1 texture artist, 1 animator) wrote 3 full walkthroughs.

- **Chronicles of Riddick: Assault on Dark Athena:**

Level Artist on the Xbox 360/Ps3/PC AAA game.

- HD Revamp of the old campaign (adding details and relighting).
- Multiplayer level design and art (Arena, TDM and Butcher Bay Riot maps).
- Built 5 single player maps (level design and level art).
- Old-school BSP editor. The levels were all built integrally with brushes.

• **Alone in the Dark 5:**

Environment Artist (modeling, texturing, lighting) on the PS2/Wii adaptation of the AAA game.

- Open environments (recreated Central Park) under strong technical constraints and lots of simulated physics.
- Try to keep the level of detail of the next-gen version.
- Creating environments from scratch, based on an existing art direction.

• **Obscure 2:**

Environment Artist on the PS2, PC, PSP title **Obscure2**.

- Worked on the real time 3d environments (over 30 different environments).
- Took part in every stage of the creation process: *level design, production* (modeling, texturing, lighting) and *PS2 integration* in the game engine (integration of physics, floors, cameras).
- Ensuring graphical coherence throughout the game (palettes, ambiance, etc...).
- Creation of in-game 3d assets and high poly models (weapons, props).
- Bug fixing and polishing until the completion of the title.

• **DeadFlesh:**

Lead Environment Artist on the PS2 demo **DeadFlesh**.

- Building realistic environments.
- Worked on level design, game design and environment art.

• **Obscure:**

Environment Artist on the first teen-horror survival videogame.

- Worked essentially on 3d backgrounds following the art direction.
- Worked on the Full Motion Videos (set up, renders).
- Lip-sync on some of the in-game real-time cutscenes.
- In game high-res and real-time 3d assets.
- Worked on localization (FMV subtitles, French translation and implementation of in-game texts).
- Managed bugs and polishing until the release of the game.

Mindlathe ltd. was a company specialized in **AI middleware for games**.

I've developed a few levels, characters and graphics for the purpose of their main product, **Pensor**. I was also responsible for testing **Mindlathe's scripting language**, writing camera behaviours and building sets of behaviours for agents.

Academic qualifications

1999 >> 2001

DUT SRC

2 years French degree in **Multimedia and Communication**. This school teaches multimedia, webdesign, programming and scripting, art, communication and English.

1998 >> 1999

Science University

1st year of Science University which taught me the basics of maths and programming.

1995 >> 1998

High School

French **Science Bac** (option: physics and chemistry).

Software Experience

Modo, 3D Studio Max, Unity, Ogier (Starbreeze in-house BSP editor), IdStudio, Photoshop, Illustrator, After Effects, Premiere, Flash, Director, etc...

Personal Interests & misc. Skills

Languages: French (fluent), English (fluent), Swedish (good), German (school level), Japanese (in progress...)

Independent music and movies fan. Video games, linguistic, travels, multimedia, reading, football, volleyball, badminton, ping pong, freelance subtitler, mangas, comics, etc...