Wilson Xhaflaire

Level Designer
with a background in History

wilson.xhaflaire@outlook.fr
My Portfolio
My LinkedIn
French citizen, willing to relocate

EXPERIENCE

August 2026 – September 2026
Team : solo
Tactical shooter

Ready or Not – USC Villard Museum - The Cost of Culture – PC
Modding – Level Designer & Mission Designer

- Designed a complete tactical mission in Unreal Engine 5, from blockout and layout development to playtesting and final integration.
- Created replayability systems with variable suspect, civilian, and bomb spawns across multiple difficulty levels.
- Handled environment dressing, lighting, and gameplay integration to reinforce readability, atmosphere, and narrative coherence.
- Released the map publicly, receiving positive community feedback

January 2026 – May 2026
Team : 15
Platformer

TomoTomo – PC
School Project – Lead Level Designer

- Led a 5-person LD team and defined global metrics and production flowcharts
- Created blockouts and layouts with a focus on readability and player flow.
- Optimized level scale for technical constraints and improved player flow

PERSONAL PROJECTS

May 2026 – June 2026
Infiltration / Narrative Game

Zemsty Nadszedł – PC
Solo Project – Level Designer

- Designed and developed a historically inspired level focused on infiltration, combat, and environmental player guidance, based on the 1943 Pinsk Prison Raid

EDUCATION

2025 - 2026 — **Bachelor's degree in Game Design & Level Design**
ICOM - Institute of Communication Lyon 2, Gamagora, Lyon - France

2021 - 2024 — **Bachelor's degree in History**
U.F.R, Literature, Culture and Humanities, Clermont-Ferrand - France

LANGUAGES

French Native
English Upper-inter
Russian Beginner
Japanese Beginner

HOBBIES

Video Games
Escape from Tarkov, Yakuza series, Arma III, Metal Gear Solid series,..

History
19th - 20th century in Europe and East Asia, Meiji to Showa era, Reenactment

Animation
Mad God, Jin-Roh, Steins;Gate..

Cinema
Soviet movies, D.W Griffith movies..

Drawing
Traditional and Digital

Literature
Historical books (Marc Bloch, Michael Lucken), Manga (Makoto Yukimura)..

SKILLS

Game Design
Concept
Prototyping
Game Design Document

Level Design
Developed levels using different Game Engines
Blockout, Rapid Iteration, Flow
Level Design Document

Historical expertise
Historical research
Knowledge sharing

Tools
Adobe Photoshop
Adobe Premiere
Clip Studio Paint
Github Desktop

Game Engines
Unreal Engine 5
Unity
Visual Scripting

3D Modeling
Sketchup
Blockbench
Blender

Teamwork
Organization
Communication
Management

Office
Word
Excel
Powerpoint