

Wilson Xhaflaire

Level Designer

with a background in History

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[My Portfolio](#) 

[My LinkedIn](#) 

No 56, RN9, 03800, Le Mayet d'école 
French citizen, willing to relocate

EXPERIENCE

January 2026 – On
going
(4 month)
Teams : 15
Platformer

TomoTomo – PC

School Project – Lead Level Designer

- Led a 5-person 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

December 2025
(Short project)
Teams : solo
Platformer

Babbles Gamagora Edition – PC

School Project – Level Designer

- Designed level layout and blockout focused on player guidance
- Respected the original game mechanics and identity
- Developed level art to support the atmosphere

September 2025
(3 Days)
Teams : 7
Educational Game

La veste et le choléra – PC (Winner of the Jury Prize)

Game Jams « Les Rendez-vous de l'histoire » – Game Designer

- Balanced multi-ending systems via spreadsheet simulations prior to engine implementation
- Applied historical knowledge to define narrative objectives, events, and constraints, aligning the game's educational intent

PERSONAL PROJECTS

In development
*Infiltration /
Narrative Game*

Our Last Night in Sebastopol – PC

Solo Project – Level Designer

- Designed a level focused on infiltration and player guidance, set during the final years of the Soviet Union

EDUCATION

2025 - 2026

Bachelor degree in Game Design & Level Design

ICOM - Institute of Communication Lyon 2, Gamagora, Lyon - France

2021 - 2024

Bachelor degree in History

U.F.R, Literature, Culture and Humanities, Clermont-Ferrand - France

SKILLS

Game Design

Concept
Prototyping
Game Design Document

Game Engines

Unreal Engine 5
Unity
Visual Scripting

Level Design

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

3D Modeling

Sketchup
Blockbench
Blender

Historical expertise

Historical research
Knowledge sharing
Unique creativity

Teamwork

Organization
Communication
Management

Tools

Adobe Photoshop
Adobe Premiere
Clip Studio Paint
Github Desktop

Office

Word
Excel
Powerpoint

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 book (Marc
Bloch, Michael Lucken),
Manga (Makoto Yukimura)..