

Marc Bidoul

Level Architect chez Arkane Studios

bidoul.marc@gmail.com

Expérience

Level Architect , Arkane Studios

February 2013 - Present (3 years 4 months)

February 2013 - June 2013

Worked on Dishonored DLC called 'The Brigmore Witches'

Currently working on Dishonored 2

CS:GO Level Contributor , Valve corporation

September 2012 - September 2013 (1 year 1 month)

Collaborative project with Valentin Levillain.

We completely remade the Counter Strike level 'Siege' for Counter Strike Global Offensive.

This map was featured in Valve's Operation Bravo.

Level Designer , Ubisoft

November 2008 - February 2013 (4 years 4 months)

March 2012 – February 2013

Worked on an unreleased project based on Unity as Level Designer / Level Artist.

November 2008 – March 2012

Level Designer on Ghost Recon: Future Soldier.

Designed and Built Campaign levels for Ghost Recon Future Soldier.

Replacement team leader, lead level designer, texture artist, 3D modeler , I Hate Mountains

August 2008 - October 2011 (3 years 3 months)

Production of a complete DLC (downloadable content or add-on) for a triple A American video game, consisting of a new story that takes place on five new 3D universes. Trailer watched over 130,000 times and content downloaded over 200,000 times during the first three months. Praised by all of the original video game fans, the industry and the press.

I Hate Mountains is also playable on Valve's servers as an official featured campaign of Left 4 Dead 2.

Leader, level designer, texture artist, 3D modeler, webmaster , Baguet Map Pack

April 2008 - July 2009 (1 year 4 months)

The Baguet Map Pack is a brand new, quality custom map pack, designed to combine fun gameplay and immersive graphics.

Texture artist, 3D modeler and tester , Portal : Prelude

January 2008 - October 2008 (10 months)

Production of a free complete 3D video game, translated into 11 languages and lasting for about eight hours.

The game was played, discussed, distributed and downloaded over a million times for PC and Mac. Awarded third best free game of 2008 by the eminent American website ModDB.com and the German MTV channel.

Praised by the whole video-game press.

Level Designer , Insurgency

May 2006 - June 2008 (2 years 2 months)

Insurgency is a total modification for Valve's Source Engine. In 2008 Insurgency was released for free on Steam and can be downloaded by anyone who owns any Source Engine games.

Level Architect Junior , Arkane Studios

December 2007 - February 2008 (3 months)

Training periods three months at Arkane Studios taking part in the development of The Crossing.

Compétences et expertise

3D Studio Max

Maya

SketchUp

Valve Hammer Editor

Unreal Editor

Unity3D

Photoshop

Perforce

JIRA

Tortoise SVN

HTML

Video Games

Level Design

Gameplay

Xbox 360

SmartBear Software

Multiplayer

PS3

Unreal Engine 3

Environment Art

Game Mechanics

Jeux vidéos

PlayStation 3

Conception des niveaux de jeu

Unreal Engine 3

Jouabilité

Langues

French

(Native or bilingual proficiency)

English

(Professional working proficiency)

Formation

Haute École Albert Jacquard

Bachelor, Video Games section, 2004 - 2008

Centres d'intérêt

- Computing in general.
 - Creating levels / assets for games.
 - Climbing.
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2 personnes ont recommandé Marc

"I had the occasion to work with Marc on a great number of video-game related projects during the 00's, either as a simple advisor or as a part-time co-worker. As far as I can remember, Marc has always strived to achieve perfection, even when he didn't know how to do things, he was the first to ask how things work in order to do it himself later-on and improve his skills. On our last project together, which was the development of a third-party downloadable content (DLC) for a critically acclaimed american video-game, he was a very valuable co-worker. He always found something to improve and how to improve it and would brainstorm for hours until we reached a consensus on a decision. When I left the project, he took over my position as a lead and delivered the next installment as flawlessly as it could get. So all in all, a very talented and motivated element. I would recommend him for any position in the gaming industry."

— **Nicolas Grevet**, encadrait Marc chez I Hate Mountains

"Marc is a very enthusiastic level designer who know's the balance in teamplay design, and how to bring an environment to life through playability. His attention to detail in his maps brings great focus to unique landmarks, color, and scalability among the surroundings. Marc has been a great designer to work with, and i'm sure any company recieving his application would be proud to know they've got a talented level designer coming on board! :)"

— **Matt Fagan**, a travaillé avec Marc chez Insurgency

[Prenez contact avec Marc sur LinkedIn](#)