

# JOSEPHA MIKLUSZ

Looking for a 6 months end of studies internship in level design from March to August 2018

Objective : To obtain full time employment as a Level Designer in a position that will allow me to utilise my experience and my creativity

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## SKILLS

<b>Level Design</b>	Unity, Pixel Edyt, Probuilder (unity), Paper prototypes, Balancing.
<b>Game Design</b>	GDO, GDD, Storyteller.
<b>Software</b>	Unity, Adobe Indesign, Adobe Photoshop, 3Ds Max, SVN, GIT.
<b>Languages</b>	English: fluent TOEIC 820, Polish: intermediate, Spanish: fluent, French: native speaker.
<b>Others</b>	Project management, Agile development, Scrum, Marketing.

## EXPERIENCE

### Game Designer / Level Designer

Aslak Studio, CAEN, FRANCE (May 2017 - September 2017)

- Created Concept Documents, Pitch Documents, Level Design Documents, Development Plans, and Asset Lists
- Realization and integration of level design on Unity
- Intuitive UI/UX Design
- Designed core gameplay, theme, and story elements
- Game system design and balance

### Marketing & Promotion

Hachette Livres, VANVES, FRANCE (January 2016 - June 2016)

Operational implementation of a communication plan

- Created professional documents
- Preparation of seminars
- Follow-up of e-mail campaign
- Community Manager tasks

## EDUCATION

### Master's degree in Management of Innovative Projects applied to the video-game industry.

University of Nice-Sophia-Antipolis, FRANCE (2016-2018)

### Master's degree in languages (English & Spanish) specialising in management and international dvlp

University of Nice-Sophia-Antipolis, FRANCE (2014-2016)

### Bachelor's degree in Applied Foreign Languages (English & Spanish) majoring in International Trade.

University of PARIS XII, FRANCE (2010-2014)

## PROJECTS & INTERESTS

**Travels**      **Piano**      **Freelines Skate**      **Reading**      **Cinema lover**

**Associations**    *Game It Yourself, Women in Games & Reward Line.*