



Pierre HALE

Level Designer



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LEVEL DESIGN

TinyToad

Korridor *(May 2025 - Present)*

- Gate-runner shooter for PC.
- Fully designed, implemented and balanced engaging encounters.
- Helped design enemies and player upgrades.

Energy Quest *(June. - Sept. 2023)*

- Retro 2D platformer.
- Entirety of level design (paper, blockout, playtest, iteration, release).
- Released on NewGrounds with 10k+ views and average 4.0 rating

ChuckaChick *(June - Sept. 2023)*

- Mobile clicker game for awareness against chicken brutality.
- Balanced difficulty and created engaging gameplay scenarios.
- Currently on Google Play Store with 1k+ downloads and 4.8 stars.

Cove Studio

Project: Scopa *(Aug. - Oct. 2024)*

- Roguelike FPS presented at Paris Game Biz 2025.
- Paper level design and blockouts of many rooms with different types.
- Planned enemy placements and helped designed game mechanics.

Projects

Phaze *(Current)*

- 3D dimension-swapping platformer.
- Game design, level design, UX, blueprint and full prototyping.
- Currently developing in Unreal Engine 5.

Splitgate Custom Map *(Oct. 2024)*

- Custom map made with the in-game editor for blocktober.
- Paper level design, blockout, organized playtests and integrated different gamemodes.

MANAGEMENT

Assistant Manager - La Tête Dans les Nuages *(Mar. 2025 - Current)*

- Organization and management of different events.
- Team management, hiring process, sales, customer service.

EDUCATION

Game Design Bachelor - Bellecour Ecole *(2021-2024)*

- Project leader, class representative, ambassador.
- Completed 2 internships in a competitive environment.

SKILLS

- Rational Game Design
- Blockouts
- Prototyping
- Visual Scripting
- System Design
- English (native)
- French (native)

SOFT SKILLS

- Teamwork
- Communicative
- Adaptable
- Autonomous
- Management

SOFTWARES

- Unreal
- Unity
- Git
- Office Suite
- Machinations

INTERESTS

- Reading
(Brom, Lovecraft...)
- Volleyball
(player, league referee)
- Video games
(trophy hunting)

