

Yohan RIOU Level Design

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[Online Portfolio](#)

Short Bio:

Gamer on all platforms (mainly PC) since my early teens (I am now 34) I got into the other side of gaming in 2003 with Call of Duty 2, making custom Multiplayer Levels. I have since then created several Levels and Modifications for Call of Duty games which are still played to this day. I started working for an Indie company in 2011 and started using Unreal Engine 3/UDK. I'm a real team player and am always happy to discover and use new game making technologies. Although my platform of choice is PC I do own just about every game consoles. Dedicated, I like to see projects to completion.

SKILLS

Level Editors: proficient with UDK, Radiant; Working knowledge with CryEngine, Unity and Hammer

Level Design Skills: BSP blockout and detail geometry, 2D concept and basic layout sketching, scripting (COD GSC, UDK Matinee), texture and shader/material creation (UDK, Radiant), level and game design documentation, lighting, FX/Particles system, Level optimization/Portaling, game flow planning

Design Tools: proficient with Photoshop, ShaderMap Pro. Working knowledge with 3D Studio Max, Maya, MudBox, TerraSculptor Pro, World Machine

Documentation Tools: MS Word, MS Excel, MS Project, MS PowerPoint

Source Control Tools: Tortoise SVN

PROFESSIONAL GAME EXPERIENCE

[Plastic Piranha – ReKoil](#) (not shipped to date) 2011-12

Role: Level Designer contractor

- Design and creation of 4 Multiplayer Levels using Unreal Engine 3
- Concept, BSP Blockout & Landscape, Level creation, assets requests to Art Team, documentation, FX/Sound placement
- Use of Tortoise SVN for source control
- Shader/Particles creation

MODDING SCENE GAME EXPERIENCE

Modsrepository.com Wiki 2008-to date

Role: Webmaster, Author

- Founded Wiki site back in October 2008 to cater for Modders & Mappers on Call of Duty games
 - Author of more than 400 Wiki Tutorials for various aspects of Modding/Mapping in Call of Duty games.
 - Site has to date in excess of 3,5 Millions views
- You can access the Wiki [here](#)

Call of Duty Series 2003-2011

Role: Custom maps and mods creator

- Created 7 published Community levels for Call of Duty 4, Call of Duty World at War
- Created a Total conversion for Call of Duty World at War which includes many custom models, sounds and textures. Documentation on this modification can be found [here](#)
- Created several other smaller modification for the game including the popular AWE mod for Call of Duty World at War

A summary of my works on Call of Duty can be found online on Codfiles.com