



BESSOU Henri

Student

Level Designer

Recognition of the status of disabled worker (R.Q.T.H.)



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INTERNSHIP (3 TO 6 MONTHS)

EXPERIENCE

Student Projects :

- *L'Éveil de Fantasia* : Stealth game - Game / Level / UX Design / Producer / Blueprint Programming - 11 students in collaboration with Opéra Orchestre National Montpellier - 2 months
- *FactorEvil* : FPS Arena - Game / Level Design / Blueprint Programming - 1 week
- *Counter Strike : Global Offensive* : Custom Wingman map - *Village* - 1 week
- *Orbital Rush* : Party Game - Mini Game *Bumper* - Game Design - 2 weeks
- *FlatRebuild* : Level / Content Design - ArtFX organization

Personal Projects :

- *Into the Sidh* : Game / Level Design / Blueprint Programming
- *Keep Quiet* : Survival Horror - Game / Level Design / Producer / Blueprint Programming - 7 students - 2 months

EDUCATION

- **Master's degree in Video Game (Game Design)** - ArtFX, Montpellier Expected Graduation - June 2022 4th year
- **University Paul Valéry - Montpellier III** - Art du spectacle et du Cinéma, Montpellier - 2012 - 2013

WORK EXPERIENCE

- **Little Népo** - Short film, Chief decorator 2015 - 2 months

LANGUAGE

- **English** - Advanced 
- **Native French** 

SOFTWARE SKILLS

Engine:

- Unreal Engine 4
- Hammer



3D:

- 3ds MAX
- Maya
- Zbrush



Documentation / Production:

- Office suite
- Photoshop
- Jira



PERSONALITY

- Creativity
- Serious
- Altruistic
- Teamwork
- Adaptability
- Motivated
- Attentiveness
- Volunteer

HOBBIES

- Cinema - David Lynch's movies and series , Quentin Dupieux , *Das Cabinet des Dr. Caligari*
- Reading - Méditations Métaphysiques , Philosophy , Theodor W. Adorno , Georg Wilhelm Friedrich Hegel
- Martial Arts - Ju-Jitsu , Ninjutsu
- Draw , Sculpt