

QUENTIN DELVAUX

Level designer

Creative, collective and passionate about gaming, I realized a video game alone and complete as graduation work and afterwards got a job as a level designer at Vigo Creative.

 Holder of a driver licence and a ride.

Website: <https://quentindelvaux.be/>

Professional skills



-  Mother tongue
-  Spoken fluently
-  Basic Spanish
-  Basic Dutch

CONTACT

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 04/18/1997

TRAINING

04/2021 - 10/2021: Game developer training

Training organised by Technifutur.

09/2015 - 06/2020: Higher Education Institution of the Province of Liège

Diploma of bachelor's degree in multimedia writing with distinction

- Training in the use of Adobe suite software, programming.

- Discovery of my passion: the creation of video games.

09/2009 - 06/2015: Sainte-Marie Institute of Huy

Diploma in home agent and tourism with distinction

Knowledge of English, Dutch and Spanish.

EXPERIENCE

01/2023 - 02/2023: Euro Space Center

Creation of a virtual reality attraction (Moon walk, Mars Walk)


02/2022 - 04/2022: Internship at Vigo Universal


Level Design internship that allowed me to apply my knowledge acquired during my training as a game developer and to learn even more about this profession.


03/2020: Internship at the museum of archeology and religious art of Amay


Making of a 3D animation. 10 weeks internship.

HOBBYS

 Gamer and video game enthusiast since my youngest age.

 Trips to the US (mainly Hawaii), Australia, UK...

 Amateur bodybuilding practice since November 2017.

 Fond of science fiction, fantasy and series.