LEVY MORRIS

Information

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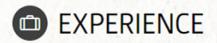levy.morris

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Instagram
levy._.m

Languages

French

English

Tahitian

💼 EXPERIENCE

01/2021 – 01/2021
Montpellier

GLOBAL GAME JAM 2021
Sound Designer

Due to Covid reasons this game jam was online, we exchanged ideas and resources via "Discord", i worked with new people who where participating for the first time in this kind of event and even people out of the game industry so, i also tried to share my past experiences regarding game design in a game jam with them.
https://awesomegameconcepts.itch.io/the-invisible-pink-unicorn

10/2019 – 10/2019
Montpellier

GAME PRATIC 2019
Sound Designer

My first real experience working with an experienced team. We worked on the game "Flower garden" produced in 48h. I didnt have an ichio at the time so i'm not credited but, the other team members can confirm that i was there.
https://azylmarillion.itch.io/flower-garden

02/2020 – 02/2020
Montpellier

GLOBAL GAME JAM 2020
Sound Designer

It was my 2nd time working with most of the team members and a really enjoyable team to work with. The game has been made in 48h and the theme was "repair".
https://vaulkharalexis.itch.io/nailed-it

10/2020 – 05/2021
Montpellier

E-ARTSUP
(student)3D Generalist

- 3D modeling, animation and VFX
- Executed a wider range of tasks including planning, look development, modeling, rigging, texturing, lighting, performance optimization and engine integration
- Familiarity with pipeline issues and a real-time production environment
- Montpellier Méditerranée Tourisme & Congrès contacted us for the creation of a game for the "Coeur de ville en lumière" (heart of the city in light) anual event and I was part of the team dedicated to this task.

- Upside VR Montpellier also contacted us for the creation of a game that could possibly be one of the experiences they have to offer and i was part of the team for a time.
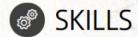
EDUCATION

2018 – 2021

Bachelor's

E-ARTSUP MONTPELLIER

Game Design & Creative coding

General oriented class where we learned basics and more of every field part of the game industry.

SKILLS

- Possess keen eye for detail. Be patient and able to concentrate for long periods
- Ability to adapt to change, flexibility, open-mindedness
- Ability to work effectively with members of the team and other teams on the project
- Experience working in a production pipeline
- Basic game design, gameplay, level design, sound design and game programing knowledge
- Skills in 3DS Max, Blender, Maya, Zbrush, Substance Painter, Substance Designer, Houdini, Unity, Unreal engine & with Photoshop.

HOBBY