RUDY SIMON 27

GAME & LEVEL DESIGNER

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📍 **France, Montpellier - Remote**

3 years of experience in game design as a Technical Game and Level Designer, contributing to multiple projects across various engines.

I am passionate, hardworking, and deeply focused on enhancing player experience and creating high-quality environments.

Game & Level Designer - Freelance

Eden Games - Cosmic royale - 06/24 - Present
- Level Design : Tracks building on Unity, Implementaiton of new mechanics features.
  🎮 *steam : https://store.steampowered.com/app/3315830/Cosmic_Royale/*

Institut Artline - 11/24 - Present
- Game & Level Design : Mentoring multiple class on Unreal Engine 5.

Bears Rumble Sarl - Bear Rumble - 03/24 - 10/24
- Game Design : Game Design Document & Consulting.

Game & Level Designer - Smart Tale Games

Game & Level Designer Junior - 03/22 - 09/23
- **Flashback 2 :** Release Nov 2023 : Game Mechanics and Boss Fight / Platforming and 2.5D stages / Collision debuging in engine (Unity).
  🎮 *steam : https://store.steampowered.com/app/2008420/Flashback_2/*
- **Inspector Gadget Mad Time Party** : Release Sept 2023 : Writing conceptual documentation / Drafting and updating design documentation / Level Design of the semi open world / Engine integration and balance.
  🎮 *steam : https://store.steampowered.com/app/2409500/Inspector_Gadget__MAD_Time_Party/*
- **Internal projects Unannounced :** Prototyping on Unreal Engine 5 of metroidvania game / Research and concept design for a Tactical RPG / Creating Deckbuilding mechanics and concept that match narrative and tactical games design / Leading an in-house concept jam on roguelike type of game.

Game Designer & Game Master - Personal Projects

Game & Level Designer & Developer full stack
- **We Were Friends - 09/21 - 03/22** : Multiplayer game on Unreal Engine 4 / Full stack Development / Game and Level Design of multiples maps including Battle Oryal shooting map and prop hunt areas / Close Alpha testing and review on steam.
  🎮 *steam : https://store.steampowered.com/app/1804530/WeWereFriends/*
- **Dungeons & Dragons campaign** - 06/22 - Present : Dungeon Master of an Homebrew campaign / 3D printed multiple characters miniatures / Roleplayed more than a hundred different characters.
- **Udemy formation :** Make a 2D Action platformer in Unreal Engine 5 (course certificat) / Made a variation from this course and made my own megaman/risk of rain game in unreal engine 5.

EPITECH PARIS - Master 2

Programme Grande Ecole - Expert en tehnologies de l'information (Master in IT program) - LV7. RNCP

- *https://www.epitech.eu/programme-grande-ecole-informatique/*

Video Games

Others

Software :