JÉRÉMY DE FRÉMONT

LEVEL DESIGNER

Looking for an Intership starting in Januar 2024

CONTACT ME AT

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SKILLS AND LANGUAGES

- Game Design/ Level Design
- Gamefeels
- UI/UX Design
- QA

- Teamwork
- Communication
- Rigor

- French : Native
- English : 480 TOEFL

SOFTWARES

- Unity
- Unreal Engine 4/5
- Office Pack
- Adobe Suite
- Mantis
- Git
- Blender
- Probuilder Unity

INTERESTS

- Video Games : Regular Player (Plateformer, FPS, City Building, Adventure Game, Co-op Game,...)
- Japanese Culture
- Space & Sci-fi
- Movies and Series (Subtitles Version)
- Trips : Europe, United States, Asia

EXPERIENCE

Lead Level Designer / Game Designer - STAR GARDENER | UNREAL ENGINE 5
IIM - PARIS - 2023 (six months)
GAME TYPE : Poetic Exploration Game

- Level Design iteration Documents
- Design of the core gameplay and mechanics of plants
- **Level Design/Level Build of an open world (block out, POI,...)**

Lead Game Designer - ATOMIK | UNITY 3D & Alternative Controller
Alt.Ctrl GDC - San Francisco - 2023 (two weeks)
GAME TYPE : Puzzle

- Creation of a game manual and the core gameplay
- Making of the electronics and the machine
- **Public presentation at GDC 2023**

Level Designer / Game Designer - VROOM VROOM | UNITY 3D
IIM - PARIS - 2021 (one month)
GAME TYPE : Couch Game, Race Game

- Design Documents
- Gameplay Design
- **Level Design/Level Build of a racing circuit (iteration, block out, traps, ...)**

Lead Game Designer - SUMMUM | UNITY 3D
IIM - PARIS 2021 (one month)
GAME TYPE : Hypercasual Puzzle Mobile Game

- Design documents
- Design of the merge mechanic
- Signs and Feedbacks iteration design

Level Designer - VALORANT MAP-PARIS (PERSONNAL PROJECT)
IIM - PARIS - 2020 (one month)

- Level Design Document
- Creation of the map on **Blender**
- Youtube video to present the project
- Creation of the map on **Unreal Engine 4**

EDUCATIONAL HISTORY

Master Video Game specialization Level Design - 2020-2024
IIM School - Paris

- Game Design/Level Design
- UI/UX
- 3C, Creative Brief, Game Overview
- Gamefeel, Juiciness, emotions, Feedbacks
- Creation and management of Game Design/Level Design documents
- Basics of QA Testing
- SoftSkills

Bachelor Video Game specialization Game Design - 2019-2020
ISART Digital School - Paris

- Game Design/Level Design
- UI/UX
- 3C, Creative Brief, Game Overview
- Creation and management of Game Design/Level design documents

Intership - 2016 (two weeks)
ISART Digital School - Paris

- Software proficiency Unreal Engine 4
- Creation of a FPS map with Unreal Tournament