



Jérémie de Frémont

Junior Level Designer

INFORMATIONS

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🌐 [Portfolio](#)

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SKILLS & LANGUAGES

- Level Design & World Building
- Game Design
- UX
- Teamwork
- Rigor
- Communication
- French : Native
- English : Professional

SOFTWARES

- Anvil
- Unity 3D
- Unreal Engine 4/5
- Programming BP
- Office Pack
- Adobe Suite
- Jira
- Git
- Confluence
- Miro
- Blender

INTERESTS

- Video Games (FPS, City Building, Action Game, RGP)
- Japanese Culture
- Space & Sci-fi
- Trips (europe, Asia, US)

PROFESSIONAL EXPERIENCES

June 2024
November 2024

Level Designer Assistant - AAA Open World

Ubisoft Paris - Internship

- Worldbuilding of 15 new locations in the world
- Setting up an RLD for a new procedural location & templates creation in Anvil
- Adjusting placement of enemies or items on the map

March 2024
June 2024

Level Designer Assistant - AA Open World

Ubisoft Paris Mobile - Internship

- Design of new Landmarks (paper into engine)
- Write and update Level Design documentation
- Analyze and fix level design bugs

October 2023
December 2023

Level Designer - Ragoon Rumble

IIM - School Project

- Level Design Flow and Procedural Documents
- Level Design of the rooms (Block-out)
- Setting up rewards and enemies in levels

January 2023
June 2023

Level Designer - Star Gardener

IIM - School Project

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

EDUCATION

2024
2020

Master Degree at IIM school

Game / Level / Narrative / UX / Economic Design

2020
2019

First year Game Design at ISART Digital School

Game / Level / Narrative / UX Design