# ELIOT RINGEVAL

LEVEL DESIGNER

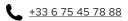
Autonomous, creative and curious, I am a player-experience focused designer seeking to provide memorable moments for players using powerful creative and technical tools.



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# >>> MAIN PROJECTS <<<

### > UNANNOUNCED PROJECT -

# LEVEL DESIGNER

AAA FPS

2025 --- Ubisoft Paris --- Montreuil, France

Level Designer on 3 high budget missions for the solo campaign

**Anvil Pipeline** 

# > STAR WARS OUTLAWS (+ WILD CARDS DLC) -

LEVEL DESIGNER

AAA ACTION-ADVENTURE

2023 - 2024 --- Ubisoft Paris --- Montreuil, France

Snowdrop

Level Designer for "Space & Space Station Levels", "Space Contracts" strike team member, Main & Side Quests support

### > BEYOND GOOD AND EVIL 2

#### TECHNICAL LEVEL DESIGNER

AAA RPG ACTION-ADVENTURE

2022-2023 --- Ubisoft Paris --- Montreuil, Belgium

Vovager

"Universe technology" owner, Setting up planets data structure & inheritance, Handling main & prototyping environments

#### > SWARMS

#### LEVEL DESIGN INTERN

VR MULTIPLAYER FPS

2021 --- Fishing Cactus --- Mons, Belgium

Unreal Engine 4

Designing unique & interesting levels, Designing game mechanics & dynamic game balancing, Developping tools for level creation

# >>> SKILLS <<<

#### LEVEL DESIGN MSA

- Designing interesting levels, puzzles, topology
- Blockouts in Game Engine, Level Scripting
- Level Architecture: shapes, lights, contrasts

#### GAME DESIGN



- Game Concept, 3C, Core Features, Documentation
- Tools: MDA, SDT, Llosa
- Solving design & accessibility issues

#### TECHNICAL









- Unity C# (gameplay, architecture, UI, shaders)
- Unreal Blueprints (gameplay, architecture, UI, shaders)
- Houdini Tools (basic tools for Levels & World Building)

# TEAMWORK

- Vision sharing, Adaptive
- Empathetic, Listener, Team player
- Agile method knowledge (SCRUM, Player Stories)

#### PERSONAL





- Autonomous, Meticulous
- Curious, Fast-learner, Pedagogue
- Creative, Passionate, Problem solver

## LANGUAGES





- French: native proficiency
- English: full professional proficiency
- Italian: limited working proficiency

### >>> EDUCATION <<<

#### GAME DESIGN & MANAGEMENT

- Master's degree (2020-2022)
- **Bachelor**'s degree (2017-2020) SupinfoGame Rubika, Valenciennes, France

## HOBBIES <<<

#### GAMES

Playing, Game Dev, Game Jam

#### **ESPORT**

Organizing, Coaching, Shoutcasting

Playing, Composing, Teaching

Playing, Creating, History & Geography