

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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Paris, France
(willing to relocate)



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>>> MAIN PROJECTS <<<

> STAR WARS OUTLAWS

LEVEL DESIGNER

AAA ACTION-ADVENTURE

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

Snowdrop

Level Designer & Technical Level Designer for "Space & Space Station Levels", Side Quest support, "Space Contracts" strike team member

> STAR WARS OUTLAWS - WILD CARD

TECHNICAL LEVEL DESIGNER

DLC

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

Snowdrop

Technical Level Designer on DLC quests, Ensuring DLC viability in main game environment

> BEYOND GOOD AND EVIL 2

TECHNICAL LEVEL DESIGNER

AAA RPG ACTION-ADVENTURE

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

Voyager

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

>>> SKILLS <<<

GAME DESIGN

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

LEVEL DESIGN

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

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

MUSIC

Playing, Composing, Teaching

ESPORT

Organizing, Coaching, Shoutcasting

TRIVIA

Playing, Creating, History & Geography

REFERENCES >>>

Fabrice Daniel, Maracas Studio
fab@gamedesigner.be

Sebastien Judit, Ubisoft Paris
[Linkedin](#)

Adrien Massabieaux, Ubisoft Paris
[Linkedin](#)