

LÉO NOËL

Game and Level Designer

📌 SUMMARY

As a polyvalent game designer, I worked on various projects in different roles, as much as an indie, or in little structures like Koalabs, than largers ones like Quantic Dreams.

Video game enthusiast, I see this medium as a new and amazing way to create powerful and emotionally focused experiences.

Meticulous and fast learner, I have strong analytic skills that I use to have good understanding of game design and development problematics.

Curious about everything, I have thirst of knowledge and like to learn, understand and discover new things (science, history, video games, films, music, literature).

📄 ABOUT

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🌐 Website : www.leonoel.games
📍 Location : Rennes
🎂 Birth : 31/08/1990
📅 Experience : + 6 years

📁 JOB EXPERIENCES

FREELANCER

Sept 2021 - Present

GAME - LEVEL DESIGNER

L'histoire d'un roi / others

- Game design / Prototyping / Game documents
- Level design / integration

QUANTIC DREAM

Apr 2017 - Apr 2018

GAME BUILDER

Detroit: Become Human (PS4)

- Analysis of game design then scripting of game levels
- Integrations of various assets and data
- Bugs fixing
- Identification of issues and discussion with concerned team to find appropriate solutions

INDIE

March 2015 - May 2015
Nov 2016 - Sept 2016

GAME - LEVEL DESIGNER

Various projets and prototypes: Machines / Feels / Carline

- Conception, level design, scripting

LEIKIR STUDIO

Feb 2014 - June 2015

GAME - LEVEL DESIGNER AND CO PRODUCER

1Shot1Kill (prototype) - Wondershot (PC, Xbox One, PS4)

- Conception, follow-up and improvement of the game design and update of game documents
- UX / UI
- Making of more than 30 levels: design, fine tuning, assets integration, playtest and balancing
- Management of music and sfx : listing, application, feedback and integration
- Communication : making of video trailers, game presentation during events and exhibition (Stunfest 2014, Japan Tour expo...)

KTM ADVANCE

Nov 2012 - Jan 2014

GAME DESIGNER

Deutch Welle (web, smartphone)

- Design of mechanics, redaction and update of game documents
- Redaction of narrative elements (scenario, characters, dialogs)

Cap Odyssey (web)

- Design, integration and balance of game levels, creation of balancing tools

Edit-up (web)

- Design and gamification of the HUB (e-learning platform for clients)

Others activities

- Call to tender
- Projects follow up and participation to commercial meeting

KOALABS

Oct 2011 - June 2012

GAME BUILDER (TRAINEE)

Syberia I & II, Atlantis IV (web, smartphone)

- Data and assets integration / Scripting (LUA)/QA test and bug fixing

ANUMAN INTERACTIVE

Avr 2011 - Sept 2011

DEPUTY PROJECT MANAGER (TRAINEE)

Various games : adventures, builders, others (web, smartphone)

- Validation of game concepts / QA test and report / Game documents redaction

EDUCATION

ISART DIGITAL - PARIS
2009-2012

GAME DESIGNER DEGREE

- Theoretical and practical formation (Game Design, Level design, Narrative design, data analysis, video game culture art and history, 3D modeling)
- Individual and team projects (Die To Stay Alive, Dragon's run, others...)

SAVINA - TREGUIER
2009

HIGH SCHOOL DIPLOMA

Speciality in cinema and visual art

SOFT SKILLS

- Strong Analytics skills
- Problem solver
- Fast learner
- Attention to detail, meticulous
- Solid and versatile culture
- Eager to learn
- Curious and open minded
- Adaptability

PRO SKILLS

GAME DESIGN

Game concept - Game Design Documents (GGD, mockups, flowcharts...) - Gameplay analysis - Test / gameplay balancing - Prototyping

LEVEL DESIGN

Rational Level Design - pacing and variety - Scenario and storytelling - Level building - Data and asset integration - scripting

GAME ENGINE / 3D

Construct - Unity - Unreal - Maya

SCRIPT

Visual scripting - Unity VS - LUA - Flash Action Script 3 - XHTML / CSS - C#

DTP / OTHER

Microsoft Office - Photoshop - Illustrator - InDesign - Premiere Pro - Audition

MANAGEMENT

Jira - Trello - Mantis Bug Tracker - Tortoise SVN / GIT

LANGUAGES

Fench : Native

English : Advanced

Spanish : Elementary Proficiency

CENTER OF INTEREST

VIDEO GAMES

Indie games (Braid, Limbo, The Journey, FTL, Dont Starve, The Banner Saga, Antichamber) - **4x** (Civilisation, Endless Series) - **FPS** (Bioshock, Counter Strike, Half life) - **RPG** (Final Fantasy, Fallout series, Diablo II, The Witcher, The Elder Scrolls) - **Action Adventure** (The last of Us, Shadow of Colossus, Dishonored) and many others

CINEMA

Kubric (2001 , A Clockwork Orange, Path of glory), **Wes Anderson** (The Grand Budapest hotel, Moonrise Kingdom, The Life Aquatic) - **Gary Fukunaga** (True Detective S01, Beast of no nations) - **The Cohen brothers** (The Big Lebowski, O' Brother, No country for old men), **Denis Villeneuve**, **David Fincher**, **Hayao Miyazaki**, **Tarantino**... and a lot more

MUSIC

What do I practice : 4 years of bag pipe, +5 years of guitar (self taught), electronic (occasionally)
What do I listen : **Electronic music** (20Syl, Aphex Twin, Modeselektor, The Prodigy, Chrome Sparks) - **Rock** (The Doors, Pink Floyd, Led Zeppelin, Janis Joplin, Cage The Elephant...) - **Hip Hop** (Nas, Wu-Tang Clan, Wax Tailor..) - **Rap** (IAM, Lomepal, Orelsan, Stupeflip...), but also **Classic, Metal, Punk, french music, and various other style.**
Where do I listen : **internet, radio, festivals and concerts** (Panorama, Calvi on the rock...)

LITERATURE

Novels (George R.R.Martin, Asimov, Terry pratchett, Jon Fante, Alain Damasio) - **BD / Comics / manga** (Guarnido, Loisel, Manu Larcenet, Akira, Berzerk, Jiro Taniguchi, The Watchmen)

OTHER

Daily news review, Science (Relativity, Quantic physics, Neuroscience, Social Science), **Politics, History, Zetetics** (stong interest about critical thinking)