

## Website

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06.41.18.01.19  
Toulon France  
01.10.2000

## Design



## Softwares



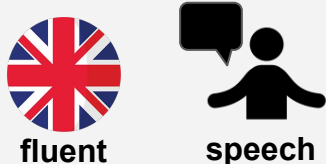
## Languages



## Team Tools



## Communication



## Notions



# BILLARD Baptiste

## Game & Level Design

### Education

- Créajeux, L'école des métiers du **jeu vidéo**, game **programming** section → **bac+3** (RNCP II)

### Group Projects

- WhichCraft : *Core gamer top-down PVE metroid-vania*
  - prod : 6 prog, 4 art - 3rd year (2020) - Unity
  - **GC, GD, GDD, 50 rooms map, code Gameplay, speeches**
- Inari : *Casual / Core 3D puzzle platformer*
  - prod : 6 prog, 4 art - 2nd year (2019) - Unity
  - **GC, GD, GDD, 4 levels, code UI, speeches**
- Sea Side Runner : *Casual mobile runner*
  - prod : 5 prog, 4 art - 2nd year (2019) - Unity
  - **GC, GD, looping LD bricks, code lvl generation, speeches**
- Radial (shipped on Steam) : *Hardcore gamer 2D platformer*
  - prod : 4 prog, 5 art - 1st year (2018) - Unity
  - **GD brainstorm, 9 levels, code AI, milestone speeches**

**Game Jams** • GGJ 2020 (UE4) • Créajeux GJ (Unity)

### Solo Projects

#### Tools (2020)

- GDDitor (C++ Qt) : *GDD editor prototype, windows standalone.*
- Fighting Abilities (C# Unity) : *Unity editor extension to manage frames, abilities and boxes.*

#### Prototypes (2019 - 2020, Unity C#)

- Guitar Hero, Othello AI, Besiege, Cut The Rope (+10 new levels)

**Enjmin Training** (2020) : DNAX (Game Concept 20 pages)

### Hobbies & Interests

- **Game Design, Level Design, Prog Gameplay**
- Guitar, Skateboarding, Vinyls
- Indie Games : Furi, Hollow Knight, Undertale, Katana Zero