

[Website](#)

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06.41.18.01.19
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01.10.2000

Design



Softwares



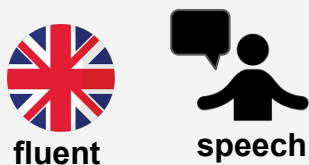
Languages



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
 - 2020 - Unity - *Core gamer top-down PVE metroid-vania*
 - **GC, GD, GDD, 50 rooms map, code Gameplay, speeches**
- [Inari](#)
 - 2019 - Unity - *Casual / Core 3D puzzle platformer*
 - **GC, GD, GDD, 4 levels, code UI, speeches**
- Sea Side Runner
 - 2019 - Unity - *Casual mobile runner*
 - **GC, GD, looping LD bricks, code lvl generation, speeches**
- [Radial \(shipped on Steam\)](#)
 - 2018 - Unity - *Hardcore gamer 2D platformer*
 - **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