# Léo Abbaz, Level Designer

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**Master 2** student at Cnam-ENJMIN, Angoulême, France.
Looking for an **internship**, from March to August 2024 (4 to 6 months).
Remote/hybrid preferred, relocation possible.

## PROJECTS

*October 2023 - February 2024*

### In Life, Heart and Mind

3rd Person Action-Platformer game. Team of 10 people.

**Design** in tandem of **gameplay mechanics**, **level design** made in Unreal Engine.

**Worldbuilding** and Level Design **Documentation** on Google Slides.

*March 2023 - June 2023*

### 'Round the Valley

Train driving and visual novel game, with an alternative controller (train lever). Team of 5 people.

Layout mockup in Photoshop, world design in Unity 2022 with the official **Terrain** and **Splines** plugins. **Pacing** management and **character controller** tweaking.

**Worldbuilding** (universe and characters), **dialogues writing** in duo with the use of **Yarn Spinner.**

*December 2022*

### Better Late than Basic

Multiplayer racing game in local versus. Team of 9 people.

Layout mockup on paper, **level design** in Unity 2021 with an unofficial **splines** plugin.

## FORMATION

*2022 - Present*

### Master's Degree in Video Games and Interactive Media, Game Design track

Cnam-ENJMIN, Angoulême

Promotion representative. Theatre Club member. Learned working methods in teams.

*2017 - 2021*

### Bachelor Degree in Sociology

Rennes 2 University, Rennes

Elected Student Representative, member of an association providing mutual aid to students in situation of disability. Learned qualitative and quantitative survey methods.

*2015 - 2017*

### Technological High School Diploma

Introduction to programming (Delphi, mikroC, Arduino).

## SOFTWARE USED


Unity (Terrain, Splines, ProBuilder, C# basics)


Unreal (Modeling Mode, Blueprints basics)


Godot (Qodot, GDScript basics)


TrenchBroom (CSG/BSP)


Hammer Editor (CSG/BSP, scripting)


Photoshop


Notion


Office Suite

## CONTACTS

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## INTERESTS

Music (Sigur Rós, Radiohead, Aphex Twin..., mixing with Traktor)

Video Games (**FPS**: Half-Life 2, Doom Eternal... **Action-Adventure** : A Plague Tale, The Last of Us... **Art games** on itch.io)

Architecture (construction styles, how spaces are designed...)

## SKILLS

| | |
|---|---|
| Communication | Adaptation |
| Scripting | Linux System Administration |
| Git / Perforce | Agile Method |

## LANGUAGES

| | |
|---|---|
| French | Native |
| English | C1 |