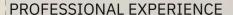
Léo Abbaz Junior Level Designer

PORTFOLIO: ABBAZ.FR/EN / ALT. LINK: SALUT-C-LEO.GITHUB.IO/EN

ITCH.IO: SALUT-C-LEO.ITCH.IO

With a shipped game as my first professional experience, I am now looking for a fixed/ long-term contract in Paris and its region. On-site/hybrid preferred.



March 2025 - August 2025

Eden Games

Developing Gear. Club Unlimited 3, a racing game for the Nintendo Switch 2.

- Level Design of Mediterranean tracks, in Unity.
- Wrote documentation in Confluence for the Art and Level Design divisions.
- · Handled Jira tickets, debugging.
- Involved for the whole duration of the development, from proof-of-concept to mastering.

STUDENT PROJECTS

May 2024

In A Blast

1st person exploration game made for a game jam in solo.

Programming and integration in the Godot engine. Layout mockup in Krita, documentation, and level design in TrenchBroom. Wrote dialogues.

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. Cutscene creation and scripting. Worldbuilding and Level Design **Documentation** on Google Slides.

March 2023 - June 2023

'Round the Valley

alt.ctrl.GDC 2024 Finalist. Train driving and visual novel game, with an alternative controller (train lever). Team of 5 people.

Layout mockup in Photoshop, world design in Unity 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.

EDUCATION

2022 - 2025

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

Cnam-ENJMIN, Angoulême

Promotion representative. Theatre Club member. Learned team working methods.

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.

SOFTWARE USED





Unity (Terrain, Splines, Unreal (Modeling ProBuilder) Mode)



Perforce



Confluence



Office Suite





Photoshop

CONTACTS

LINKEDIN: @LEO-ABBAZ

EMAIL: JOBS@ABBAZ.FR

INTERESTS

Music:

Post-/industrial rock (Sigur Rós, Nine Inch Nails) Electronic (Aphex Twin, Justice)

DJ Mix in Traktor

Video games:

FPS: Half-Life 2, Doom Eternal... Action-Aventure: Jusant, A Plaque Tale, The Last of Us...

Roguelites: Hades, Risk of Rain 2... Art games on itch.io

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

SKILLS

Communication

Adaptation

Scripting (Blueprints, C#,

Agile Method

GDScript) Game Design

(3C, mechanics, progression)

Narrative Design (worldbuilding)

LANGUAGES

French

Native

English

C1

