

Léo Abbaz Junior Level Designer



PORTFOLIO: [ABBAZ.FR/EN](https://abbaz.fr/en) / ALT. LINK: [SALUT-C-LEO.GITHUB.IO/EN](https://salut-c-leo.github.io/en)
ITCH.IO : [SALUT-C-LEO.ITCH.IO](https://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.

PROFESSIONAL EXPERIENCE

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.

CONTACTS

LINKEDIN: [@LEO-ABBAZ](#)

EMAIL: JOBS@ABBAZ.FR

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.

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 Plague 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#, GDScript)	Agile Method
Game Design (3C, mechanics, progression)	Narrative Design (worldbuilding)

LANGUAGES

French	Native
English	C1

SOFTWARE USED

