

# Léo Abbaz Game, Level & Narrative Designer

PORTFOLIO : [ABBAZ.FR/EN](http://ABBAZ.FR/EN) / ALTERNATIVE LINK : [SALUT-C-LEO.GITHUB.IO/EN](http://SALUT-C-LEO.GITHUB.IO/EN)  
ITCH.IO : [SALUT-C-LEO.ITCH.IO](http://SALUT-C-LEO.ITCH.IO)

**Master 2** student at Cnam-ENJMIN, Angoulême, France.  
Looking for a 4-6 months internship, starting as soon as possible.

PROJECTS

October 2024 - Present

PsychoReality

Interactive Fiction made with Twine.

Worldbuilding of a sci-fi universe, documented in Obsidian.

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.

FORMATION

2022 - Present

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.

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 (GDScript basics)




TrenchBroom (CSG/BSP)




Hammer Editor (CSG/BSP, scripting)



Photoshop



Notion



Office Suite

CONTACTS

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INTERESTS

Music:

Post-/industrial rock (Sigur Rós, Nine Inch Nails)

Electro (Aphex Twin, Justice)

DJ Mix in Traktor

Video games:

FPS: Half-Life 2, Doom Eternal...

Action-Adventure : 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

Linux System Administration

Git / Perforce

Agile Method

LANGUAGES

French

Native

English

C1