



GRÉGOIRE LAROUMANIE

Currently in Master 2 in **Game Design** at Rubika.

I am looking for a **6-month internship** in **Game Design** or **Level Design** starting **early July 2024**

CONTACT DETAILS



+33 7 81 97 06 93



gregoire.laroumanie@orange.fr



[gregoire-laroumanie](https://www.linkedin.com/in/gregoire-laroumanie)



<https://www.gregoirelaroumanie.com>



5 rue de l'Amiral Roussin,
75015 PARIS

SKILLS

Design

- Documentation, *Notion, PPT, Google Doc*
- Conception
- System Design
- Level Design
- Benchmark & analyse
- Balancing, *Sheet, Tableau SW*
- Schematization, *Excalidraw*

Technical

- Blockout, *Unity, UE5 en BSP*
- Graphic integration, *Unity, UE5*
- Basic prototyping, *Unreal BP*
- Versioning, *perforce, git kraken*

Art

- 3D modeling, *Blender*
- 2D layout, *Photoshop*

LANGUAGES

English : Advanced **French** : Native

EDUCATION

RUBIKA - Supinfo GAME

SEPTEMBER 2019 - JULY 2024

Master in Game design

Marcq Institution

SEPTEMBER 2016 - JUNE 2019

High school diploma maths speciality

ACADEMIC PROJECTS

A Dual Ascent - Game & Level Designer

SOLO COOPERATIVE ADVENTURE GAME - UE5 - 2024

- Designing **mechanics** related to controlling two characters **simultaneously**
- **Level blocking** in **UE5** in collaboration with other Level Designers and Artists
- Setting up the **macro layout** along with the **narration**
- Iteration on a **dynamic camera** system

Hell-O-Live - Game/ Level Designer & Artist

PARTY GAME - UNITY - 2022-2023

- Creating **game content**, such as game modes and power-ups
- Designing **levels** inspired by **bullet hell** game
- 3D **character** modeling using **Blender**
- Playtest and **game balancing**

Hop around - Game & Level Designer

MOBILE PLATFORMER - UNITY - 2022

- **3C's** design with a focus on **gyroscopic** usage for a mobile game
- **Designing** 3 complete **levels**, from blockout to gameplay & art integration
- Implementing **monetization** in the game to enhance replayability

Derive Game - Game Designer & Artist

ARCADE GAME - UNITY - 2021-2022

- Designing **weapons** and **interactive objects** for a top-view 1v1 game
- Physical **construction** of the arcade
- Exhibition at **GDC San Francisco 2022** for the section CTRL + ALT
- Creating initial visual **assets** in Blender

HOBBIES

Video Games

- Online PVP : *League Of Legends national tournament*
- Rogue-like : *Risk of Rain 2, Slay the Spire*

Trips

- India - *Study aboard program for 2 months*
- San Francisco - *GDC 2022*
- Canada - *Camp counselor for children aged 8 to 15*