

# ELIOT RINGEVAL

## LEVEL DESIGNER


Autonomous, creative and curious,  
I am a player-experience focused designer seeking to  
provide memorable moments for players using powerful  
creative and technical tools.

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 Paris, France  
(willing to relocate)

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## >>> MAIN PROJECTS <<<

### > UNANNOUNCED PROJECT

#### LEVEL DESIGNER

2025 --- Ubisoft Paris --- Montreuil, France

Level Designer on 3 high-budget missions for the Solo Campaign

AAA FPS

Anvil Pipeline

### > STAR WARS OUTLAWS (+ WILD CARDS DLC)

#### LEVEL DESIGNER

2023 - 2024 --- Ubisoft Paris --- Montreuil, France

Level Designer for "Space & Space Station Levels", "Space Contracts" strike team member, Main & Side Quests support

AAA ACTION-ADVENTURE

Snowdrop

### > BEYOND GOOD AND EVIL 2

#### TECHNICAL LEVEL DESIGNER

2022-2023 --- Ubisoft Paris --- Montreuil, Belgium

"Universe technology" owner, Setting up planets data structure & inheritance, Handling main & prototyping environments

AAA RPG ACTION-ADVENTURE

Voyager

### > SWARMS

#### LEVEL DESIGN INTERN

2021 --- Fishing Cactus --- Mons, Belgium

Designing unique & interesting levels, Designing game mechanics & dynamic game balancing, Developing tools for level creation

VR MULTIPLAYER FPS

Unreal Engine 4

## >>> SKILLS <<<

### LEVEL DESIGN

- Designing interesting levels, puzzles, topology
- Blockouts in Game Engine, Level Scripting
- Level Architecture: shapes, lights, contrasts

### GAME DESIGN

- Game Concept, 3C, Core Features, Documentation
- Tools: MDA, SDT, Llosa
- Solving design & accessibility issues

### TECHNICAL

- Unity C# (gameplay, architecture, UI, shaders)
- Unreal Blueprints (gameplay, architecture, UI, shaders)
- Houdini Tools (basic tools for Levels & World Building)

### TEAMWORK

- Vision sharing, Adaptive
- Empathetic, Listener, Team player
- Agile method knowledge (SCRUM, Player Stories)

### PERSONAL

- Autonomous, Meticulous
- Curious, Fast-learner, Pedagogue
- Creative, Passionate, Problem solver

### LANGUAGES

- French: native proficiency
- English: full professional proficiency
- Italian: limited working proficiency

## >>> EDUCATION <<<

### GAME DESIGN & MANAGEMENT

- **Master's** degree (2020-2022)
  - **Bachelor's** degree (2017-2020)
- SupinfoGame Rubika, Valenciennes, France

## >>> HOBBIES <<<

### GAMES

Playing, Game Dev, Game Jam

### MUSIC

Playing, Composing, Teaching

### ESPORT

Organizing, Coaching, Shoutcasting

### TRIVIA

Playing, Creating, History & Geography

## REFERENCES >>>

**Fabrice Daniel**, Maracas Studio  
[fab@gamedesigner.be](mailto:fab@gamedesigner.be)

**Sebastien Judit**, Ubisoft Paris  
[LinkedIn](#)

**Adrien Massabieaux**, Ubisoft Paris  
[LinkedIn](#)