

Louis Bayard

JUNIOR LEVEL DESIGNER



Currently doing a Master 2 degree in Management & Game Design at **Rubika SupInfoGame**. I am specialized in Level Design. I also have sound design skills. I am motivated and eager to learn.



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Professional Skills

Level Design Skills

Unreal Engine & Unity Blockout
Blender & 3Dsmax
Atlassian Suite
Houdini

Game Design Skills

Technical documentation
Clear and intuitive
Rational Design
Solving design problematic

Management Skills

Jira, ClubHouse, Trello
SCRUM knowledge
Initiative taking
Very adaptive

I am looking for a **6-month internship** as **Level Designer** starting **July 2020**.



WORK EXPERIENCE

Level Designer & Sound designer Intern

June 2019 – September 2019

[DWS Dyna Wing Sail](#), Lille, France

I designed from paper to unity the Level Design of a mixed reality experience with miniature sailing boats.

I also had the chance to discover & take part in the product design process of the start-up.

Game Design Intern

July 2018 - August 2018

Cecly, Metz, France

During this internship, I had the opportunity to improve my skills doing various tasks:

- Created a mobile game concept and its core system with the team.
- Developed the sound design and music of the game.
- Optimized the sound to keep the game as light as possible for the release on the play store.
- Set up the play store dev account and mobile models' configuration with android systems.



EDUCATION

Master 2 Management & Game Design

2018 - 2020

Rubika SupInfoGame, Valenciennes, France

Bachelor of Management & Game design

2015 - 2018

Rubika SupInfoGame, Valenciennes, France

Japanese

2016

ISI International school of Tokyo, Tokyo, Japan

Sound Design

2013 - 2015

Eanov School, Paris, France

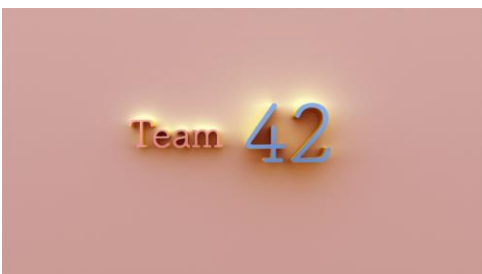
LANGUAGES

French - Native

English – Full professional proficiency

Japanese – Limited work proficiency

Spanish – Elementary proficiency



STUDENT PROJECTS

Level Designer – [Battle Cars](#) (2019 – present)

Final year project – Windows PC

Designing & creating the map of a **Battle Royale Car** game named Battle Cars. Complete pipeline from paper to engine implementation.

Paper designing & documenting on Confluence:

[Documentation](#)

The project count 7 people: 2 programming students, 2 game art students and 3 game design students counting

Level Designer – [Sapper](#) (2018 – Now)

On Steam in December – Windows PC

Sapper is a game project I worked on as level designer and sound designer.

Started in November 2018 with a team of 6 other students, the concept is to create chain-reactions to solve puzzles and reach the flag on the map. It will be available **in December on Steam**.

Trailer of the game: [Sapper - Trailer](#)

Game Designer – [IRM 42](#) (2017 – 2018)

Philips Healthcare – AR tablets and phones

IRM 42 is a serious game concept designed in partnership with Philips Healthcare. Our goal was to create an augmented reality game for children to reassure them and help them understand what an IRM is.

The team was composed of 6 students: 1 transport designer, 1 product designer, 2 animation students and me as a game designer student.



Interests

- Freestyle Ice-skating
- Exploration of abandoned places
- Gaming (AAA, action and horror games)
- Creating sounds and music (mainly orchestral, metalcore and progressive house)
- GDC conferences, Gamasutra, AFJV