



LOIC DANJOUX

Junior Level Designer

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I'm looking for a **new experience** to **improve** my **skills** and continue to **learn new things**. I love to create living environment, to **enrich** the **gameplay** and the **art** through the **level design**.

Curious - Listener - Autonomous - Implicated



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Skills

Layout - Blocking - Game Design
Documentation - Basic scripting
Implementation - 3D Basics



Unreal
Engine



Unity



Hammer
Editor



Jira



Office



Photoshop/
Illustrator



Fork



Blender



Git

Hobbies

Football [goalkeeper] - 7 years - Regional 2

English Boxing - 1 year - Recreational

Music - Listening & Playing - Drums - 3 years

Reading

Fav games

Outer Wilds

Escape from Tarkov

Team Fortress 2

Languages



Native



Fluent



Notions

Experience

Freelance Level Designer

O5 Interactive - Aug.-Oct. 2025

Coop cosmic horror / Fps - Unity

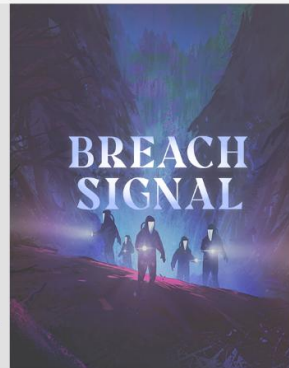
Level Design, References research, Blockout,
Level Art, Documentation

Level Designer Internship

O5 Interactive - Ap. 2025 - 4 months

Coop cosmic horror / Fps - Unity

Level Design, References research, Documentation,
Blockout, Map Rework, Support Game Design

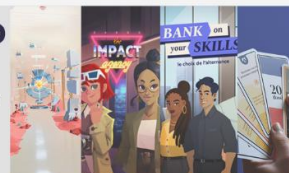


GD / LD / Integrator Internship

DOWINO - Multi Project - Jan. 2025 - 3 months

Card Game, AR Game - Dowimoteur / Unity

Integration, System Design, Scripting, QA,
Narrative Design, Sound Design



Scool Project

Level & Game Designer

Ascent - April 2024 - 4 weeks

Adventure Game / Third Person - Unreal

Level Design, Referenes Research, System Design,
Metrics, Blockout/Landscape , Level Art



Level Designer

Ulysse 31 CoH. - February 2024 - 3 weeks

Rogue Life / Side Scroller - Unity

Level Design, Referenes Research, Metrics,
Merging LDs Intentions, QA / Retakes



Diplomas

Game Sup - 2021-2025

Bachelor Game Design & Project Managment