



ROMAIN GUYON

LEVEL DESIGNER

CONTACT

 [Romain GUYON](#)

 [Portfolio: Romain GUYON](#)

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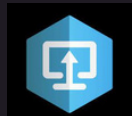
Villeurbanne (69)

SKILLS AND EXPERTISE

- Disciplined person - Teamwork - Good practice in English - Curious - Passionate - Mastery of the office suite.



Unity



Perforce



Unreal



Maya

INTERESTS AND HOBBIES

Practice and listening to music (guitar, ocarina),
Competitive Chess Player (1305 FIDE)
Smash Bros Ultimate Competitive player (Cloud)
Level A2 in Chinese

Recommandation :

Thibaut Catimel - Producer Obelisk Studio

Julien Éveill   - Level Designer Arkane Studio

PROFESSIONAL EXPERIENCE

June - December 2022

Level Designer intern at The Sandbox

December 2022-Today

Creation of game levels within a metaverse, whether solo multiplayer levels in relation to different brands (Lionsgate, Gucci, Snoop Dogg etc...)

[Trailer](#)

STUDIES

2019-2022

Bachelor Game Design, Bellecour Ecole (69)

2018-2019

Two year university degree of Electrical Engineering and Industrial Computing, IUT Lyon1 (69)

SCHOOL PROJECTS

2022

Galactica (Celeste mode)

Creation of the A-side of the mode Galactica from Celeste which is around 50 different rooms with 3 brand new mechanic

[Trailer](#)

2021

Even (Unity)

Creation of the Level Design of a game in team and for 6 months.

[Trailer](#)

2021

Greenhouse (Mobile game, Unity)

Responsible for balancing and the economic system of a mobile game in a student project.

2021

Hardeez (TrackMania map)

Creation of a map on the game Trackmania. (Nad  o 2020)

[Trailer](#)

2020

Ninja Raijin (Unity)

Creator of the level of play and general supervision of a school project based on modular assets in groups.

[Trailer](#)