

Jonathan Rousseau

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Level Designer

Professional experience

- 2013 - now «Styx: Master of Shadows» - Level Designer
Cyanide Studio, Nanterre
*Level Design, kismet scripting, cutscenes
Team of five level designers
UDK Engine*
- 2014 - now Freelance Pixel artist
- 2012 - 2013 «Aarklash: Legacy» - Level Designer
Cyanide Studio, Nanterre
*Level Design, lua scripting, cutscene directing
Leading a team of three level designers
Coordination between level designers and artists*
- 2010 - 2012 «Confrontation» - Level Designer
Cyanide Studio, Nanterre
*Level Design, lua scripting
Level Building
Leading a team of five level designers*
- 2009 summer Game designer & 3D Artist intern
Studio4u, Beloeil (Belgium)
*Game design documents
3D modeling*
- 2007 summer Web programmer Intern
Cosmetic-United, Lyon

Education

- 2008 - 2010 Supinfogame, Valenciennes
Game design & game art course

Project «Contre-Jour» (Unity 3D project)
*Original concept designer
Lead artist*
- 2007 - 2008 3-year computer science degree, Avignon
- 2005 - 2007 2-year computer science degree, Lyon
- 2003 - 2005 Engineering school, Brest
Preparatory class

Skills

Level Design
Level Building
Pixel Art

Strengths:

Communication
Methodology
Autonomy

Softwares:

Engines:

Unreal Editor 3 / UDK
Game Maker
Unity 3D

Art applications:

Adobe Photoshop, Illustrator
3DStudio Max, Blender
Google SketchUp

Programming & Scripting:

Lua, C, C++, Java, VisualBasic, GML
PHP, Html/Css/Javascript
MySQL, Oracle, PL/SQL

Languages:

French: native
English: fluent
Spanish: basis

Hobbies

Pixel artist

www.thisisellian.com

Participating in #1GAM since April 2014

www.onegameamonth.com/thisisellian

Swimming (2013 - 2014)

Fencing (2008)