Rudy SIMON

Game & Level Designer

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Linkedin - Portfolio

PROFILE

Game & Level Designer specialized in player experience, systemic gameplay, and immersive level design, with nearly 4 years of professional experience across shipped titles, AA productions, and experimental prototypes.

I design mechanics, systems, and spaces that reinforce readability, emotion, and player agency. Combining strong technical implementation skills (Unreal Engine, scripting, prototyping) with analytical thinking and narrative sensitivity, I bridge creative vision and production constraints to deliver engaging gameplay experiences.

CORE SKILLS

Gameplay Systems Design • Level Design (3D & modular spaces) • Game Feel & Player Psychology • Rapid Prototyping (UE5 Blueprints) • Balancing & Iteration • Design Documentation • Cross-disciplinary Collaboration • Debugging & QA Awareness • Mentoring & Feedback • Problem Solving

TOOLS & TECH

Unreal Engine 5 • Unity • Blueprints • Visual Scripting • Perforce • Git • Jira • Trello • Figma • Miro • Photoshop • Blender (basic) • Excel balancing sheets

DESIGN PHILOSOPHY

I approach design as the intersection of intention, player perception, and systemic coherence. Whether building levels, mechanics, or narrative sequences, my goal is always the same: create experiences players understand instantly, feel emotionally, and remember long after playing.

PROFESSIONAL EXPERIENCE

Game & Level Design Mentor — Artline Institute (Freelance)

Nov 2024 – Present

- Mentor for 2nd and 3rd-year students in Game Design, Level Design, and scripting
- Supervise multidisciplinary student teams through full production pipelines
- Teach UE5 implementation, gameplay clarity, and iterative design workflows
- Collaborate with faculty to align curriculum with industry standards

Level Designer — Eden Games

Jun 2024 – Feb 2025

- Designed and iterated multiplayer levels for an AA competitive platformer (Cosmic Royale)
- Rebalanced tracks, tuned difficulty curves, and improved gameplay flow
- Co-designed new mechanics and seasonal content
- Collaborated closely with art and design teams to ensure readability, pacing, and fun

Creative Director & Game/Level Designer — Bears Rumble Sàrl

Mar 2024 – Oct 2024

- Led early production of a 2D roguelike platformer in Unreal Engine
- Defined core gameplay loop, progression systems, and player abilities
- Directed creative vision across gameplay and art pillars
- Managed vertical slice production and coordinated an international team

Game & Level Designer — Smart Tale Games

Mar 2022 – Sep 2023

- Contributed to shipped and in-development titles across multiple genres
- Designed gameplay systems, levels, and documentation from concept to polish
- Worked on projects including Flashback 2 and Inspector Gadget: Mad Time Party
- Collaborated with multidisciplinary teams and external partners
- Built UE5 prototypes for RPG, narrative, and systemic projects

ADDITIONAL DESIGN EXPERIENCE

Professional Dungeon Master (Freelance)

Design and run narrative-driven campaigns, developing strong expertise in pacing, player agency, adaptive storytelling, and emotional design. This practice continuously strengthens my systemic thinking and player-centric design approach.

EDUCATION

Epitech — Master's Degree in Computer Science

- Specialization in Game Design and Interactive Systems
- Final project: Solo development of a multiplayer game prototype in Unreal Engine

LANGUAGES

- French — Native
- English — Fluent (Spoken & Written)

INTERESTS

Game systems analysis • Narrative design • Competitive multiplayer games • RPG design • Player psychology • Emerging design trends