

R u d y S I M O N

Game & Level Designer

+33661670974 • rudysimongd@gmail.com • Montpellier, France

<https://www.linkedin.com/in/rudy-simon/>

Creative and versatile Game & Level Designer with a strong foundation in both gameplay systems and narrative design. Over the past several years, I've contributed to various game projects, from indie productions to larger teams, where I've built engaging mechanics, intuitive levels, and immersive worlds that prioritize player experience and emotional impact.

With a deep understanding of player psychology, spatial storytelling, and gameplay pacing, I've led design on multiple features and environments across different engines, particularly Unreal Engine 5. My experience also includes mentoring aspiring designers, collaborating across disciplines, and adapting quickly to project needs and production constraints.

Known for my analytical thinking, attention to detail, and collaborative mindset, I bring both creativity and structure to each project. I am now looking to bring my skills and passion to an international team where innovation, storytelling, and gameplay excellence are at the core.

KEY SKILLS

- Level Design (3D/2D, Linear & Open-ended)
- Gameplay Systems & Core Loop Design
- Unreal Engine 5 – Blueprints & Prototyping
- Narrative & Environmental Storytelling
- Game Documentation & Feature Pitching
- Cross-functional Team Collaboration
- Game Engines – UE5, Unity, Proprietary Tools
- Mentoring – Game & Level Design Pedagogy

CAREER HISTORY

ARTLINE INSTITUTE

11/24 - present

Game & Level Design Mentor

Currently mentoring 3rd-year students in Game Design, Level Design, and scripting using Unreal Engine 5.

I support students throughout their final projects, guiding them from design intention to in-engine

implementation. My responsibilities also include running design workshops and reviewing game mechanics and systems with a focus on gameplay clarity and player experience.

In close collaboration with the pedagogical team, I help structure lessons, define learning objectives, and provide feedback to improve both academic quality and industry relevance.

- Guided multiple student teams from pitch to prototype using iterative design and regular design reviews
- Supported the integration of UE5 and Blueprints into the curriculum, with a focus on practical and modular use cases

EDEN GAMES

06/24 – 02/25

Level Designer

Worked on *Cosmic Royale*, a PC-based multiplayer battle royale platformer in the vein of *Fall Guys*. My role involved balancing and redesigning existing tracks, creating new gameplay mechanics, and developing fresh content for Seasons 1 and 2.

I collaborated closely with designers and artists to ensure each level supported the game's party-game rhythm and player density, while promoting fun, clarity, and surprise. I also contributed to early prototyping phases, identifying pain points and improving iteration cycles for smoother player experiences.

- Rebalanced and redesigned multiple levels to enhance gameplay flow and difficulty curve
- Co-designed new mechanics to expand gameplay variety across competitive minigames
- Contributed to the ideation and implementation of content for Seasons 1 and 2

BEARS RUMBLE SÀRL

03/24 – 10/24

Creative Director & Game/Level Designer

Led the early development of *Bears Rumble*, a 2D rogue-like platformer built in Unreal Engine, combining tight platforming with a unique companion system inspired by games like *Pikmin*. My role covered both creative direction and hands-on design responsibilities within an international, English-speaking team.

I authored the full Game Design Document and production roadmap, and was responsible for defining the core loop, player abilities, and progression systems. I also directed the design vision across art and gameplay pillars, led internal playtests, and translated vision into actionable prototypes with the dev team.

- Directed the vertical slice production timeline, from pitch to early engine tests

- Developed design foundations for procedural level generation and AI companion mechanics
- Collaborated cross-functionally with artists, programmers, and producers across multiple countries

Despite strong creative momentum, the project was discontinued due to internal conflicts between investors and a major funding shortfall caused by the collapse of its crypto-based financial backing.

SMART TALE GAMES

03/22 – 09/23

Game & Level Designer

Initially joining Smart Tale as an intern, I transitioned into a full-time Game & Level Designer role, contributing across multiple projects for both PC and console platforms. My responsibilities ranged from writing detailed Game Design Documents (GDDs) to hands-on level design, QA, and gameplay balancing.

I collaborated on several shipped titles, including *Inspecteur Gadget: Mad Time Party*, where I worked on GDD creation and feature design, and educational games like *Réussir Galops* and *Réussir le Code de la Route*, providing fixes, gameplay improvements, and system updates.

Alongside the Microids team, I was involved in *Flashback 2*, focusing on level design, QA processes, and the conceptualization of a full boss fight encounter.

Beyond shipped titles, I worked extensively on Unreal Engine 5 prototyping for internal projects, including tactical RPGs, 2D metroidvanias, and narrative-driven deckbuilders. These early-stage developments sharpened my documentation, balancing, and ideation skills in agile and iterative production contexts.

- Co-designed and documented core systems for multiple in-house prototypes across varied genres.
- Delivered robust GDDs and supported cross-functional implementation efforts from conception to final polish.
- Designed and balanced gameplay systems with a user-first, iteration-driven mindset.

EDUCATION & QUALIFICATIONS

EPITECH

02/17 – 09/22

master's degree in information technology

Grande École Program – RNCP Level 7 (French National Directory of Professional Certifications – equivalent to a master's degree under the European Qualifications Framework, EQF Level 7)

INTERESTS

I am a passionate tabletop and role-playing game enthusiast, regularly acting as a Dungeon Master for *Dungeons & Dragons* campaigns. This has helped me develop strong narrative design instincts, collaborative storytelling skills, and a deep understanding of player psychology.

I also have a keen interest in modern board games, both as a player and a designer. I enjoy analysing game mechanics, balancing systems, and exploring innovative gameplay experiences in both physical and digital formats.

REFERENCES

References are available on request.