



Eloi FROMANGÉ-GONIN

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OPERATIONAL SKILLS

Level Design | Game Design
Test QA | Playtest planning
Design Documents
Creative Briefs | Flowcharts
Photography | Editing
Film making

Unity | GameMaker
Mantis
Photoshop CC | Lightroom CC
Ms Office | Google Docs

English - Professional

SECONDARY SKILLS

Programmation
UI/UX Design
Production
World Building

C# | GML
Unreal Engine | Blueprints
Illustrator CC
Logic Pro X | Final Cut Pro

Spanish

PERSONAL INTERESTS

Music creation
Analog photography
Longboarding

Modder for Doom, Warcraft III,
Elder Scrolls & Fallout

RPGs Player
Mighty Arena fighter
Poor but enthusiastic strategist

LEVEL DESIGNER

EXPERIENCES

2020 — Level Designer | Level Builder | **Cyanide Studio**

- Level design on a cyclist management game.

2019 - 2020 — Level Designer | Game Designer | QA tester | **IIM**

- Design of the main mechanics and level design on a 2.5D puzzle/platformer. Nominated for the Pégases Award.
- Level and puzzle design on a real scale escape room. Programming of the Unity Demo. Jury nomination.
- Level design, camera behaviour design, design of the defeat conditions and programming of the sounds and music events on a 2D versus game. First prize of the jam.
- QA report writing on Mantis.

2017 - 2020 — IT Technician | **Apple Inc.**

- Conducting hardware and software diagnostics. Report writing.
- Hardware and software support.

2017 | 2019 — Playtester | **Cyanide Studio | Unseen Interactive**

- Quality assurance during playtest sessions. Report writing.

2015 - 2016 — Level Designer | Game Designer | **ISART - DIGITAL**

- Design of the board on a 2v2 boardgame. Design of the movement mechanics.
- Design of a main hub level and two additional levels for a 2D platformer/adventure game.
- Level and Puzzle design for a mobile puzzle game. UI Design. C# programming.

2013 - 2019 — Photographer, Editor, Film maker | **Freelance**

- Main clients: ETAM, 1,2,3, Valentiny HVP Architects, Somarco, Unseen Interactive.
- Portraits, fashion and architecture photography.
- Team gathering and management.
- Film maker of interviews and short films.
- 2nd Director Assistant and cameraman on an independent movie.

2012 - 2018 — Scout chief | **Scouts et Guides de France**

- Team manager.
- Game design and animation of several original outdoor games. 12 - 35 players.
- Writing of educational projects.

EDUCATION

2019 - 2020 — Bachelor Degree - Game Design | **IIM**

- Game Jams | Documents Design | Game Feel | Game Overviews | Level Design.
- Creative Briefs.
- QA.

2015 - 2016 — Bachelor, first year - Game Design | **ISART - DIGITAL**

- Game Jams | One Page Design | GDD | Flowcharts | Level Design.
- World building | Signs & Feedbacks.
- QA.

2010 - 2013 — Bachelor Degree - Photography | **ICART PHOTO**

- Studio photography specialization.
- Documentaries & Photojournalism.
- Digital & analog editing and processing.
- Black & White analog printing.