

# LOÏC BOURDREL

## LEVEL DESIGNER - GAME DESIGNER



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Annecy, France

## PROFESSIONAL EXPERIENCE - GAME DESIGN

### GAME DESIGN INTERNSHIP

**PALADIN STUDIOS** (Den Haag, Netherlands)

June. 2018 - Sep. 2018

Paladin Studios is a mobile game studio, located in the Netherlands.

I worked with them as a **game designer** on the mobile game *My Tamagotchi Forever*, based on the *Tamagotchi* license for the publisher **Bandai Namco**.

### GAME DESIGN INTERNSHIP

**TRALALÈRE** (Paris, France)

July 2017 - Sep. 2017

Tralalère creates educational resources for children, such as games, cartoons or comics. I worked with them as a **game designer** on a **serious game** for dyspraxic children.

## SHIPPED PERSONAL PROJECTS

### BOBBY GUNNER

**IRONEQUAL** (Tourcoing, France)

Feb. 2019

*Bobby Gunner* is an action/platform mobile game that I developed **on my own**. It was published by *IronEqual* on **Android**.

### SOUND SLIDE

**IRONEQUAL** (Tourcoing, France)

Jan. 2019

Role : Product owner, game designer, sound designer.

*Sound Slide* is a musical runner, developed as a school project at first, then published by *IronEqual* on **Steam**.

## PROFESSIONAL EXPERIENCE - SOUND DESIGN

### SOUND DESIGN

**IRONEQUAL / OKAÏDI & DISNEY NATURE** (Tourcoing, France)

Feb. 2018

Sound design for the game *Planet Challenge - BLUE* (Android/IOS) - Music, Sound effects

### AUDIO DIRECTION

**IRONEQUAL / RAILENIUM-2A2F** (Tourcoing, France)

July. 2017 - Nov. 2017

Sound design for the game *Goods Train Fever* (Android/IOS) - Music, Sound effects

### AUDIO DIRECTION

**IRONEQUAL** (Tourcoing, France)

Aug. 2017 - Oct. 2017

Sound design for the game *Repulse: Galactive Rivals* (PC) - Music, Sound effects

## EDUCATION

### GAME DIRECTOR MASTER'S DEGREE

**SUPINFOGAME RUBIKA** (Valenciennes, France)

Sep. 2014 - Today

Final year, in the Game design & Management section.

### HIGH SCHOOL DIPLOMA

(Louis Blaringhem Highschool, France)

2014

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## SKILLS

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### LEVEL DESIGN

**Layout**  
**Level building**  
Scripting  
3D modeling

### GAME DESIGN

**Concept**  
**Prototyping**  
3Cs  
UI & UX design

### MANAGEMENT

**Communication**  
**Organization**  
Dedication  
Team work

### PROGRAMMING

C#  
Blueprint UE4

### SOUND

**Music**  
- **Composition**  
- **Playing**  
- **Recording**  
Sound effects

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## TOOLS

### GAME ENGINES

**Unity**  
**Unreal Engine 4**  
Game maker  
Construct 2

### ADOBE

**Photoshop**  
**Illustrator**  
Premiere  
InDesign

### OFFICE

**Word**  
**Excel**  
**Powerpoint**

### SOUND

**Wwise**  
**FL studio**  
Audacity

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## LANGUAGES

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### FRENCH

Native

### ENGLISH

Fluent

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## INTERESTS

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Music and sound in general have always been my other passions, which is why I worked on many projects related to music. I love to experiment with the relationship between game and sound. I am also really fond of science, especially everything related to the Universe.

### VIDEO GAMES

**FPS**  
Immersive sims  
RPG  
Couch games  
Survival Horror

### MUSIC

**Rock**  
Classic  
Instrumental  
Funk

### SCIENCE

**Astronomy**  
Psychology  
Philosophy