








PROFIL

Passionate about level design, I have been working on personal projects as a self-taught since I was very young, and I am more than motivated to continue learning and evolving in this environment.

CONTACT

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INTERESTS

ASSOCIATION:

- Restoring and promoting tourism in Châteauneuf-sur-Epte
- Mission REMPART

SPORT:

Bike, Climbing, Hiking

ARTS:

Photography, Theatre (improvisation), Dance

Guillaume Houard

LEVEL & GAME DESIGN

FORMATION

2017 / 2020 - Bachelor Game Design - ICAN Paris

2016 - Artistic Prepa- ISART Digital Paris

2015 - Bac STMG (marketing) - Lycée Corneille

EXPERIENCES

DEC. 2022

Kylotonn - KT Racing

LEVEL & RACE DESIGNER

- World building on Test Drive: Unlimited Solar Crown
- Race design (TDUSC / MxGP)
- Interior design
- Scripting

JUL. 2021

LEVEL DESIGNER - PERSONAL PROJECT

- Creation of Nam Humanum for Alien Swarm: RD
- Level Designer on Project Repairer - 3D Platformer Unreal Engine
- Creation of a new survival game mode Alien Swarm: RD

AUG. 2020

Focus Entertainment

QA ANALYST

- Managing the bug database
- Quality control on the various aspects of projects
- Creation, updating and communication around technical documents

SKILLS

TOOLS / SOFTWARES

 Hammer Source 1 & 2 (SDK)

 Unreal Engine 4 (SDK)

 KT Engine (SDK)

 Photoshop (Image Editor)

 Blender (3D Modeling)

 Tortoise SVN (Versioning)

 Confluence (Documentation)

 Slack (Communication)

LANGUAGES

Français : Mother tongue

Anglais : B2 - TOEIC 935