




PROFIL

Professional Technical Level Designer with a strong interest in emergent gameplay, technical implementation, and immersive sim design.

CONTACT

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-  Permis (B)
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INTERESTS

ASSOCIATION:

Volunteer participation in the restoration of the Château de Châteauneuf-sur-Epte.

SPORT:

Bike, Climbing, Hiking, Sailing

ARTS:

Photography, Theatre, 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

Icebreaker

Industries

From : 03/2026

LEVEL DESIGNER

- Volunteer HL2 modding project / Project Borealis
- Level blocking & Scripting on Unreal Engine 5

Kylotonn - KT

Racing

From : 11/2022

LEVEL & RACE DESIGNER

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

Alien Swarm

RD Team

From : 08/2021

To : 11/2022

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

Focus

Entertainment

From : 07/2020









To : 08/2021

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 5.6 (SDK)
-  KT Engine (SDK)
-  Photoshop (Photobashing & Layout)
-  Blender (3D Modeling & GreyBoxing)
-  Tortoise SVN
-  Confluence (Documentation)
-  Slack (Communication)

LANGUAGES

Français : Mother tongue
Anglais : B2 - TOEIC 935

 Unity Engine

 Godot (In training)