

GUILLAUME HOUARD

LEVEL DESIGNER

CONTACT

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- Granville, Normandy
- <https://www.ghouard.com/>

SKILLS

- Level Blockout
- Spatial Composition
- Player Flow
- Open World
- Combat design
- Scripting
- Basic prototyping
- Tool programing
- Documentation
- Puzzle design

SOFTWARE

Engine

- Unreal Engine 5
- Unity
- KT Engine
- Godot
- Source Engine

Visual & Documentation

- Photoshop
- Illustrator
- Blender 3D
- Milanote
- Confluence
- Google Workspace

Scripting

- Python
- Blueprints UE
- C#
- JavaScript

LANGUAGES

- English : Fluent Written & Spoken (TOEIC 935)
- French : Native

EDUCATION

- Bachelor in Game Design ICAN Paris, 2017 - 2020
- Artistic Foundation Year ISART Digital Paris, 2016



WORK EXPERIENCE

ICEBREAKER INDUSTRIES

Level designer - **Project Borealis**

2026 - PRESENT

REMOTE

UNREAL ENGINE 5

- Design and block out gameplay spaces for a volunteer Half-Life fan project in Unreal Engine 5.
- Script interactive sequences and gameplay logic with Blueprints while collaborating remotely with an international team.
- Contribute to defining the Level Design workflow and evaluating the tools used by the team to improve iteration, gameplay scripting and cross-disciplinary collaboration.

KYLOTONN

Level designer - **Test Drive: Unlimited Solar Crown**

2022 - 2026

PARIS

KT Engine (Proprietary Engine)

- Built and refined open-world locations for Test Drive Unlimited Solar Crown, with a focus on navigation, readability and exploration.
- Designed race routes and supported gameplay scripting across TDUSC Created blockouts, interiors and design prototypes, iterating with art, programming and production teams

Level designer - **MXGP 2024**

KT Engine (Proprietary Engine)

- Polished laser-scanned motocross tracks and contributed to AI pathing and race flow in collaboration with Artefacts Studio.
- Supported gameplay and race scripting across MXGP 2024.

REACTIVE DROP TEAM

Level Designer - **Alien Swarm : Reactive Drop**

2021 - 2022

REMOTE

Source Engine (Proprietary Engine)

- Designed and released Nam Humanum, a multi-level campaign focused on combat pacing, progression and environmental storytelling.
- Created a survival game mode and additional gameplay spaces using Source Engine tools and scripting.

FOCUS ENTERTAINMENT

QA Analyst

2020 - 2021

PARIS

- Tracked, documented and communicated issues across multiple projects, building a strong foundation in validation and production workflows.