

ERWAN COCHON

GAME & LEVEL DESIGNER

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PROFILE

LOOKING FOR A 6 MONTH INTERNSHIP IN GAME OR LEVEL DESIGN STARTING ON JANUARY 2021

” I am passionate about video games because of the emotions we provide to the players, and the infinite stories we can tell. In those limitless worlds, the attention of the gamers has to be caught quickly. This world immediately seduced me.

WORK EXPERIENCES



JANUARY - JUNE 2020

Lead Game / Level Designer | SOLSTICE
Institut de l'Internet et du Multimédia, Courbevoie

- Carry out all game design tasks alone
- Respect the deadlines set by the producer
- Adapt the work and/or the game design according to the feedback from milestones and playtests
- Lead playtest sessions
- Creation of all the level design using tools set up by the artists and developers
- Monitoring of sound designer production so that the sound FX & music sticks with the gamefeel we wanted



FEBRUARY- JULY 2019

Game Designer Assistant | Internship
Manzalab Group, Paris

- Participate in the conception of game-design mechanics and the scripting of projects
- Write detailed game-design documents
- Participate in play-tests and write bug reports
- Integrate elements in Unity 3D or in a database
- Participate in clients meetings to effectively transcribe the request to the team and propose solutions



JANUARY 2018 - JANUARY 2019

Lead Game Designer | TOBII / XBOX ADAPTIVE
Microsoft, Issy-les-Moulineaux

- Managed a team of 4 people
- Give a clear vision to the project team while applying the client's requests
- Creation of innovative gameplay using the "Xbox adaptive controller" with a use of its full abilities
- Delegate work gradually to pass the project to a new team

- Getting started with a project already in progress
- Rework of the Game & Level Design
- Programming of features around the eyetracking bar (TOBII)
- Presentation of the project in Microsoft's premises and in front of the intended target (person with a disability)



JUNE - JULY 2017

Internal Communications Assistant | Internship
Faurecia, Nanterre

- Project management of an environmental posters campaign for the group worldwide
- Creation of video content in the "Did you know" theme
- Creation of visuals and posts for the internal social network

EDUCATION

SEPTEMBER 2019- JUNE 2021

Master | Video game manager

Institut de l'Internet et du Multimédia, Courbevoie

- Game Design specialization (Design docs, Economic Design, F2P, FTUE, Gamefeel & juiciness, Playtests, Narrative design, System design, Open world, Procedural/systemic design, ...)
- Developed skills in level design
- Conception, pre-production, vertical slice, ...

SEPTEMBER 2016 - JUNE 2019

Bachelor | Digital project manager

Institut de l'Internet et du Multimédia, Courbevoie

- Game Design specialization (Design docs, Gamefeel, Game system, Experience & emotion, Level design, Rationalization, Narration/scenarisation, Unity 3D, Unreal E4, QA, ...)
- Developed skills in graphics (3D, 2D, UI, ...)
- Project management

LANGUAGES

FRENCH	Native	SPANISH	Elementary
ENGLISH	Fluent	CHINESE	Elementary

SKILLS

SOFTWARE PROGRAMMING

UNITY 3D	C#
UNREAL E4	HTML
CONSTRUCT 2	CSS

ADOBE SUITE INTERPERSONAL

ADOBE SUITE	CREATIVITY
OFFICE SUITE	MANAGEMENT
3DSMAX	LEADERSHIP
GIT/SOURCETREE	SOCIABLE

HOBBIES



SPORTS

- Competitive swimming (5 years)
- Basketball (3 years)
- Badminton (2 years)
- Ultimate (1 year)
- Athletics (3 years)



GAMES

- Esports video games:
 - CS:GO - Valorant
 - Rocket league - RB6S
 - Fortnite - Overwatch
- First Player Shooter
- Action - adventure
- Party game
- Board games



TRAVELLING

- Born in England (Coventry)
- Lived 4 years in China
- Visited :
 - Vietnam
 - Cambodia
 - Malaysia
 - Philippines
 - Singapore
 - Thailand
 - Japan
 - ...