

# ROBIN TRONCHON

**Game & Level Designer**  
AUTONOMOUS, POLYVALENT, OPEN-MINDED, QUICK-LEARNER  
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Willing to relocate



## OBJECTIVE

Participate in the creation of **thrilling** games and gather **experience**.

## EDUCATION

**2012 - 2015** ▪ **Supinfogame Master's Degree Game Design & Management section**  
Valenciennes, France

**2010 - 2012** ▪ **University Degree in Computer Science, specializing in Digital Imaging**  
Le Puy-en-Velay, France

## WORK EXPERIENCES

**Ubisoft HQ** ▪ **Line Designer** ..... **June 2015 - Current**

My job at Ubisoft is to make sure our games **respect the editorial guidelines** and reach the **targeted quality** of the company by providing support to the teams via **design support, benchmarks and best practices sharing**. I'm also in charge of helping the team to achieve the **key milestones** of the production and **keeping the top management updated** on the content of the projects.

- **Assist the team** along the several steps of the project such as the creation of the mandate, the pre-production, the alpha, beta and all the way to the Gold Master Candidate, the release and finally the post-launch content.
- **Provide continuous feedbacks** on many aspects of the content such as :
  - 3C (Character, Controls, Camera), Game mechanics & Systems
  - Player Experience of Need Satisfaction model
  - Progression, Game Loops and Economy
  - Ergonomics, Accessibility and Exposition
  - World & Level building
  - Graphics & UI
  - Sound design
- **Prioritize** those feedbacks according to the remaining time and resources of the project.
- Create benchmarks in order to make **in-depth analysis** of the best practices of the market on any features and content mentioned above.
- **Communicate efficiently** with many key participants including the Top management of Ubisoft, Game & Creative Directors of the projects, Live teams, Uplay services and User Labs for playtests.

I work specifically on :

- **STEEP** (Outdoors Action Online Sports Game on PC, PS4, XOne - 2016)
- **Champions of Anteria** (STR Game on PC - 2016)
- **The Crew - Wild Run** (Open World Racing Game on PC, PS4, XOne - 2015)
- Two undisclosed **AAA titles**
- **VR** project

**Nanyang Polytechnic** ▪ **Level Designer (Internship)** ..... **June - Sept. 2014**

I **created almost a hundred levels** for the game **Monomino** edited by Degika in **Singapore**. The game being a 2D side puzzle game using similar mechanics to Lemmings and Tetris, I needed to create efficient and funny paths for players while keeping a smooth **progression curve**. I also made a lot of **scripting** and **debugging** in Unity in order to release the game on Steam on time. I discovered a **new culture** and learned how to work with **multi-cultural teams** while keeping track on the current tasks and issues with **Jira**.

- **Created 2D levels** by working with the constraint of a grid.
- **Debugged** many aspects of the game such as physics, collisions, sounds, AI etc.
- **Prioritized** both the tasks of the team and my own according to the editor's deadlines.

## PROJECTS

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### Close Call ▪ Lead Game / level designer ..... Sept. 2014 - June 2015

**Final year project** in a team of 8 people. The game is a survival experience in space using the **Oculus Rift**. I created the **game concept** and I was in charge of the **Game Design**. I also created **levels** quickly by using the **modular assets kits** created by our graphists. Finally, I **scripted events** using the Blueprints of the Unreal Engine 4 as well as prototyping gameplay features with this same system.

### Tiny Poncho ▪ Game / level designer & programmer ..... Nov. 2013- Jul. 2014

A 3D puzzle game made with a team of 6 students on our spare time. I participated in the **creation of the game concept** and implemented the **core gameplay using Unity and C#**. I was also in charge of the **level design** and scripting secondary features. The game was exposed at the Gaité Lyrique in Paris.

## SKILLS

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### Game Design

- Conceive game features & systems
- Write understandable and efficient documents
- Provide analysis on game features and balancing

### Level Design

- Experienced with First Person & Puzzle Games
- Knowledge in World Building & Player's progression
- Efficient in building levels in several engines, especially with modular kits

### Programming

- Experience with IDE
- Basics of several languages (C#, C++, Javascript)

### Management

- Prioritize tasks according to the planning and resources available
- Can communicate efficiently with members of various teams

### Unity 3D

- C# scripting
- Prefabs
- Level building

### Unreal Engine 4/UDK

- Blueprint/Kismet scripting
- Level Building
- UMG

### Others

- Office Suite
- Photoshop
- InDesign
- Oculus Rift

## LANGUAGES

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**French** : Mother tongue

**English** : Proficient

**Spanish** : Basics

## HOBBIES

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**Video Game** : At first by passion and to have fun, I'm still playing various kind of games both for work and pleasure but nothing has dethrone Metal Gear Solid 3 and Shadow of the Colossus as my best gaming experiences yet.

**Cinema & Television** : Like for video games, I'm trying to diversify the kind of movies I'm watching, from the last Marvel to the new movie of Park Chan Wook.

**Reading** : I've always found the fantasy and sci-fi genre very appealing as they allow to discover entire new worlds. I also enjoy a lot books taking place in Cyberpunk universes as well as the Anticipation genre in general. I'm reading not only books but also quite a lot of mangas and comics.

**Travelling** : I really enjoy discovering new locations and cultures and I've already went to one side of the globe (Los Angeles) to the other (Singapore).

**Science** : Transhumanism in particular as well as anything related to space travel. I can't wait to land on Mars !

**Collector** : I'm a compulsive collector of special editions of any kind along with a big fan of detailed figurines.

**REFERENCES AVAILABLE UPON REQUEST**