

SWEDEN, MALMO



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RONNY JOSCH

LEVEL DESIGNER

Specialized in:

Level Planning, Game Planning & Visual Scripting

Six published game projects and currently doing a 1-year internship as a Technical Level Designer at Ubisoft Massive Entertainment

SKILLS

PROFESSIONAL

LEVEL DESIGN / PLANNING

VISUAL SCRIPTING
(GAMEPLAY / EVENTS)

GAMEPLAY BALANCING

GAMEPLAY CONCEPTING

RESEARCH

DESIGN DOCUMENTATION

PROCESS MANAGEMENT

PLAYSPACE BLOCKOUTS

SINGLE / MULTIPLAYER LD

EDUCATION

INTERNATIONAL GAME
ARCHITECTURE & DESIGN

B.Sc., Breda University of Applied
Sciences, The Netherlands,
2017 – 2021

ABITUR, HIGHER
GENERAL EDUCATION

Kardinal von Galen Gymnasium,
Germany, 2014 - 2017

HARVARD ARCHITECTURE
CERTIFICATE

Finished the HarvardX online course
"The Architectural Imagination"

SOFTWARE

UNREAL ENGINE 4

UNREAL BLUEPRINTS

VOXEL ENGINE

ADOBE ILLUSTRATOR

ADOBE PHOTOSHOP

SKETCHUP

PERFORCE

JIRA / TRELLO

OFFICE / GOOGLE SUITE

BREDA UNIVERSITY

LEVEL DESIGN SUPERVISOR, PROJECT EXHIBITED | IN DEVELOPMENT | TEAM SIZE: 33
A first-person stealth game, set in the Mediterranean 1960s, created in UE4. Published on Steam.

My responsibility was to **oversee a team of 5 level designers** and ensuring work consistency. To achieve this, I **researched** the time periods & settings architecture in-depth; performed competitor analyses (genre & gameplay mechanics); established all **building metrics** & rational LD proposals; defined the **core user experience**; while maintaining cross-discipline communication. I also created 1/3 of the game's playspaces, by creating **blockouts, integrating A.I. & balancing gameplay.**

LEVEL DESIGNER, BIT-BUSTER | 8-WEEK DEVELOPMENT | TEAM SIZE: 25
A cooperative 2-player twin-stick shooter, developed in a proprietary voxel engine. Published on itch.io.

In order to finish this rapid development cycle on time, I coordinated all **building metrics** throughout the game and the art asset production for my level. To ensure **design consistency**, I authored all level design documentation & pipelines. While the **engine was still in development**, I also gathered visual references of the setting, devised a competitor analysis, created **gameplay tutorialization**, constructed **1 feature complete level** and conducted **gameplay balancing.**

BREDA UNIVERSITY (cont.)

TECH LEVEL DESIGNER, SLIME SURVIVOR | 2-WEEK DEVELOPMENT | TEAM SIZE: 10

A wave-based arena shooter developed for Samsung Gear VR, created in UE4. Published on itch.io.

The extremely quick development of this game and the fact that our team had no prior experience in **VR development** meant that I needed to rapidly learn and adapt to the hardware functionality & limitations, research VR gameplay and limit scope through asset re-usage when I **blocked out the playspace**. Additionally, I used **visual scripting** to create **gameplay** functionality and balance it. Furthermore, I also integrated the U.I. and took care of **A.I. & collision** placement.

TECH LEVEL DESIGNER, COSMIC CRUNCH | 3-WEEK DEVELOPMENT | TEAM SIZE: 10

An on-rails shooter with a custom helmet controller, developed in UE4. Published on itch.io.

Since the unique **custom controller** kept all of our programmers occupied, it fell on me to create all of the project's **gameplay** functionality with **visual script**, including the player functionality and all gameplay-relevant assets & events. While the controller was still being developed I designed the **game's entire playspace** around its functionality, by placing the player movement spline, integrating gameplay & major art assets and by balancing the gameplay.

LEVEL DESIGNER, UNREAL TOURNAMENT LEVEL | 5-WEEK DEVELOPMENT | SOLO TEAM

A free-for-all deathmatch community level for Unreal Tournament, developed in UE4.

For this project, the university supplied us an 8-week development time. In order to participate in an exchange program, I finished it in 5 weeks, by planning out a clear level creation pipeline, which involved to first analyze the product (target audiences, level structures, metrics) and then **researching** genre & gameplay mechanics. Afterward, I established **building metrics** and a rational **level design breakdown**. Consequently, I **blocked out the playspace** and balanced the **gameplay**.

PERSONAL PROJECTS

PORTAL 2 LEVEL

This level was created as a passion project for Portal 2 and was featured on the front page of the Steam Workshop

In order to design this puzzle level, I started off **researching** the genre and gameplay mechanics. Therefore, I analyzed the creation tools and ended up **modding** them to reach my intended player experience. After the initial **level creation**, I focused on **balancing the gameplay** and publishing post-release updates, based on **community feedback**.

LEVEL DESIGN LENS SERIES (ONGOING)

With this series of one-pagers I want to contribute to the LD community, by summarizing major LD principles

The series received **positive feedback by industry professionals** for having a sleek appearance, while being informative.

SKETCHUP ARCHITECTURE RECREATION

Recreation of the "Georgian Ministry of Highways, 1970", based on my interest in architecture

A **high-detail rendition of the building**, including the natural terrain and many of the countless windows within the structure.

LANGUAGES

GERMAN



Native

ENGLISH



Fluent

JAPANESE



Intermediate

SPANISH



Beginner

ACHIEVEMENTS

FEATURED ON STEAM WORKSHOP FRONT PAGE

Created a Portal 2 level, with a 5/5 star rating and 1000+ upvotes, curated by Valve's Steam Workshop

HACKATHON 2020 PARTICIPANT

1 of 5 game students selected by Breda University to solve real urban issues through gamification

HOBBIES



TRAVELING



VIDEO GAMES



LEARNING JAPANESE



TABLETOP GAMES



ARCHITECTURE



YOGA