

SWEDEN, MALMO



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# RONNY JOSCH

LEVEL DESIGNER

Specialized in:

Level Design, Game Design & Visual Scripting

Six published game projects and currently working as a Junior 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., NHTV Breda University of  
Applied Sciences, The Netherlands,  
graduated cum laude, 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

UNREAL BLUEPRINTS

SNOWDROP ENGINE

ADOBE ILLUSTRATOR

ADOBE PHOTOSHOP

SKETCHUP

PERFORCE

JIRA / TRELLO

OFFICE / GOOGLE SUITE

## PROFESSIONAL EXPERIENCE



### JUNIOR TECHNICAL LEVEL DESIGNER, AVATAR: FRONTIERS OF PANDORA

Ubisoft Massive Entertainment – Sweden, Malmo  
September 2021 – Present



### TECHNICAL LEVEL DESIGN INTERN, AVATAR: FRONTIERS OF PANDORA

Ubisoft Massive Entertainment – Sweden, Malmo  
September 2020 – July 2021

## BREDA UNIVERSITY

### LEVEL DESIGN SUPERVISOR, PROJECT EXHIBITED | 8-MONTH DEV. | 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**.

### 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**.

### LANGUAGES

GERMAN



Native

ENGLISH



Fluent

JAPANESE



Intermediate

### 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