

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 Technical Level Designer at Ubisoft Massive Entertainment

SKILLS

PROFESSIONAL

LEVEL DESIGN / PLANNING

VISUAL SCRIPTING
(GAMEPLAY / EVENTS)

GAMEPLAY BALANCING

GAMEPLAY CONCEPTING

RESEARCH

DESIGN DOCUMENTATION

AGILE DEVELOPMENT

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

ADOBE PREMIERE

SKETCHUP

PERFORCE

JIRA / TRELLO

OFFICE / GOOGLE SUITE

PROFESSIONAL EXPERIENCE

MASSIVE

MASSIVE ENTERTAINMENT | A UBISOFT STUDIO

TECHNICAL LEVEL DESIGNER

2023 - PRESENT

JUNIOR TECHNICAL
LEVEL DESIGNER

2021 - 2023

TECHNICAL LEVEL
DESIGN INTERN

2020 - 2021

AVATAR : FRONTIERS OF PANDORA™ :

First person, action-adventure, open world game; created in Snowdrop

(Details will be added after game release)

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