

SWEDEN, MALMO



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RONNY JOSCH

LEVEL DESIGNER

Specialized in:
Level Design, Game Design & Visual Scripting

3+ years of AAA development experience and currently working
as a 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

LEVEL DESIGNER

2023 - PRESENT

AVATAR
: **FRONTIERS OF PANDORA**™ :

Currently working on the second DLC "Secrets of the Spire"

(Details will be added after DLCs release)

TECHNICAL LEVEL DESIGNER

2023

JUNIOR TECHNICAL LEVEL DESIGNER

2021 - 2023

TECHNICAL LEVEL DESIGN INTERN

2020 - 2021

- **Technical Owner of Open World Activities**
- **Technical Owner of Ammunition Pick-ups**
- **Scripted** various **Level Design & Gameplay assets**
- **Scripted** slice-of-life and quest-related **Animation Scripts**
- **Scripted a dynamic light system** that switches the state of specific lights based on the conditions present in the location they are placed in
- **Analyzed and optimized** the workflow, tools, pipelines & documentation for **Animation Scripts and cutscenes**
- **Implemented cutscenes & created tools** for trailer creation
- **Created gym levels** for other teams to test technically advanced features
- **Created and presented Show & Tell highlight reel videos**
- **Performed technical validations** on levels and quests
- **Supported level & quest designers** for technically advanced levels/quests

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**.

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



Advanced
(Passed JLPT N1)

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

PASSED JLPT N1

Passed the highest level (N1) of the Japanese Language Proficiency Test (JLPT), showcasing advanced Japanese language abilities.

HOBBIES



TRAVELING



VIDEO GAMES



LEARNING
JAPANESE



TABLETOP
GAMES



MEDITATION



YOGA