

SWEDEN, MALMO



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# RONNY JOSCH

LEVEL DESIGNER

Specialized in:

Level Design, Game Design & Visual Scripting

5+ 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

DESIGN RESEARCH

DESIGN DOCUMENTATION

AGILE DEVELOPMENT

PROCESS MANAGEMENT

PLAYSPACE BLOCKOUTS

SINGLE / MULTIPLAYER LD

### EDUCATION

INTERNATIONAL GAME  
ARCHITECTURE & DESIGN

B.Sc., 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

OFFICE / GOOGLE SUITE

## PROFESSIONAL EXPERIENCE

**MASSIVE**  
MASSIVE ENTERTAINMENT | A UBISOFT STUDIO

LEVEL DESIGNER

2024 - PRESENT

## UNANNOUNCED PROJECT

- Currently working on an **unannounced project** that I'm not able to share details about yet.

ATOMBLANC'S  
**THE DIVISION 2**

**BATTLE FOR  
BROOKLYN**

- **Owner of all 23 open world loot puzzles**, which are small environmental puzzles that award players with gear & resources upon completion
- **Owned and polished all visual scripting** behind loot puzzle interactions
- **Supported others on the project** as needed, including level design, scripting, bugfixing and implementation for other departments

LEVEL DESIGNER

2023 - 2024



- Full Level Design Owner of the only capital hub area
- Full Level Design Owner of one of the largest DLC main mission levels
- Supported other level designers in their work, as I finished mine early
- Designed and implemented an aerial encounter for the final mission

TECHNICAL LEVEL DESIGNER

2023



- 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

JUNIOR TECHNICAL  
LEVEL DESIGNER

2021 - 2023

TECHNICAL LEVEL  
DESIGN INTERN

2020 - 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.

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

Fluent

(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), with a percentile rank of 96, denoting advanced fluency.

HOBBIES



TRAVELING



VIDEO GAMES



LEARNING  
JAPANESE



TABLETOP  
GAMES



MEDITATION



WORKING OUT