

NICOLAS GOMEZ

GAME & LEVEL DESIGNER

ABOUT ME :

As a Game designer, my goal is to improve my skills even more and show my expertise and energy. I'm currently looking for a strong role to take my career to the next level (see what I did there? :p)

SKILLS

Designing interactive mechanics
Creating narrative and interactive universes
Balancing
Project monitoring & QA Test
Economic Design
Teaching and leading



ADDITIONAL SKILLS

Fluent French and English (Toeic 855P and B2 CECRL norm)
BAFA Diploma (activity and entertainment leader: 5 years of activity)
Classical music conservatory (12 years)

CONTACT

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Portfolio: <https://nicokgomez.com/en/>

HOBBYS :

Roleplaying games (Naheulbeuk, Star Wars...)
Music (Guitar, singing...)
Retro gaming
Fighting sports

PREVIOUS JOBS

GAME&LEVEL DESIGNER

SaltButter Games | October 2020 - June 2022

Elemental Roll: Fast Semi open world Monkey Ball Like

- 3C Design & polish
- Macro & micro Level Design
- Playtests campaign

GAME DESIGN TEACHER

Gobelins l'école de l'image | February 2020 - Current

3is - Institut international de l'image et du son | March 2021 - Current

- Game&Level Design theory
- Project monitoring
- Creation workshops under Unity 3D

GAME&LEVEL DESIGNER FREELANCE

Various Projects | 2018-2020

- *FlashDive*: Fast FPS Platformer
- *Exo-Core*: VR FPS Railshooter
- *Sonic 3 Redesign&Knuckles*: Retro 2D platformer

GAME&LEVEL DESIGNER

Studio Un Je Ne Sais Quoi | June 2017 - September 2018

Mr Tic Toc & The Endless City: 2D adventure

- 3C Design
- Level Design from author's watercolour paintings

GAME DESIGNER

Studio EGC-Entreprise Game Center | February 2016 - September 2016

- Gamification

STUDIES

ISART DIGITAL

Masters in Game Design 2015 - 2018

FACULTY OF PSYCHOLOGY JEAN JAURÈS TOULOUSE

2011-2015 *Cognitive psychology, Socio-psychology, Ergonomics*

