

NICOLAS GOMEZ

GAME & LEVEL DESIGNER

ABOUT ME :

As a Game and Level designer, my aim is to further enhance my expertise in both these areas while sharing my energy and skills with passionate teams. I'm actively seeking a compelling opportunity to propel my career to the next level. (yes, pun intended! :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
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 :

Deck building games (Star wars DBG, slay the spire, star realms...)
Roleplaying games (D&D Naheulbeuk, Star Wars...)
Music (Guitar, singing...)
Martial arts
And my guilty pleasure: F1

PREVIOUS JOBS

SENIOR GAME DESIGNER

Koffeecup | 2024 - 2025
Hoomanz: Action stealth game

- 3C Design & polish
- Level Design

LEVEL DESIGNER

Ubisoft | 2022 - 2024
Major licence unannounced game

- Macro & micro Level Design
- Balancing

GAME & LEVEL DESIGNER

SaltButter Games | 2020 - 2022
Elemental Roll: Fast open zone Monkey Ball Like

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

GAME DESIGN TEACHER

Gobelins l'école de l'image | 2020 - 2022
3is - Institut international de l'image et du son | 2021 - 2022

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

GAME & LEVEL DESIGNER FREELANCE

Various Projects | 2018-2020
Fast FPS Platformer; VR FPS Railshooter; 2D platformers

GAME & LEVEL DESIGNER

Studio Un Je Ne Sais Quoi | 2017 - 2018
Mr Tic Toc & The Endless City: 2D adventure

- 3C Design & Level Design

STUDIES

ISART DIGITAL

Masters in Game Design 2015 - 2018

FACULTY OF PSYCHOLOGY JEAN JAURÈS TOULOUSE

2011-2015 Cognitive psychology, Socio-psychology, Ergonomics

