



Alois Deugnier

GAME AND LEVEL DESIGNER



Portfolio



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Searching for a 4-6 month internship
starting january 2026.

EXPERIENCES

2025

GAME & LEVEL DESIGNER

Kintsugi | contemplative platformer | IIM Paris | 13 👤

- Responsible of the level design
- Development of gameplay mechanics
- Playtests analysis for the next sprint
- QA tests for the game

2024

GAME & LEVEL DESIGNER

Vice-Versailles | mobile app | IIM Paris | 9 👤

- Creation of 5 minigames
- Adaption of the minigames difficulty
- Placement of the characters in the map
- Game adaption to all possible paths

2023

GAME & LEVEL DESIGNER

Malenkij Koshmar | couch game | IIM Paris | 19 👤

- Responsible of the level design
- Playtests analysis for the next sprint
- QA tests for the game
- Level art assistance

GAME & LEVEL DESIGNER

Love Knight | mobile game | IIM Paris | 9 👤

- Responsible of the level design
- Design of gameplay mechanics
- QA tests for the game
- Level art assistance

GAME & LEVEL DESIGNER

Plush attack | FPS | IIM Paris | 7 👤

- Level design
- Blueprint in Unreal Engine 5
- Level art assistance

FORMATION

2021 - 2026

MASTER

IIM Digital School, Nanterre :



- Level design specialization (theoretical level design, in engine integration, game design documents, gamefeel, UX design, Unity, Unreal 4 & 5, QA)
- QA (Mantis, Practiced Feature QA, ...)

2018 - 2021

High School diploma :

- Graduated from high school Alexandre Dumas Saint-Cloud, France.

SKILLS

ABILITIES :

- Level Design
- Game Design
- Game balancing
- Design documents
- QA testing

TOOLS :

- Unity
- Unreal Engine
- Git Hub
- Mantis
- Photoshop
- Game editors

LANGUAGES :

- French : native
- English : fluent (B2)

Hobbies

Sports

- Hiking
- Tennis (7 years)
- Fencing (5 years)
- Rowing (1 year)
- Judo (3 years)

Games

- Survival exploration
- Puzzle games
- Coop action
- Card games