



Julien Lorans

Game Designer

 Düsseldorf, Germany

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 **French:** Native **English:** Professional

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ABOUT

I am deeply passionate about VR, accessibility, and immersive experiences. I specialize in gameplay mechanics and rapid prototyping. I want to work with a team that embraces challenges.

EXPERIENCES

Ubisoft Düsseldorf

Game Designer

December 2021 - Present

Assassin's Creed Nexus VR

- Owned final delivery of the following Comfort & Accessibility features:
 - Blinders and tunnel vision
 - Holster assist
 - Hand stabilizations
 - and more
- Recorded and edited In-Game videos for comfort presets in the options menu.
- Improved and extended the design of the complex Teleport Locomotion feature.
- Gave an in-depth design presentation about Teleport Locomotion for all German studios
- Created and iterated design documents on Confluence, Excel FSO (Feature Sign-Off) and Miro.
- Collaborated in an international AAA team, across 13 studios in 7 countries.
- Efficiently reported various bugs.
- Implemented subtitles in Unity Timeline.
- Pitched in to help localization and level design complete shippable NPC conversations.

R&D for new XR games in Ubisoft.

- Presenting multiple Game Pitch.
- Designing game mechanics, organizing brainstorming, both for single-player and multi-player games.
- Writing game design documents, in Confluence and in Miro.
- Prototyping game mechanics in C#, Unreal Engine 5 (and snowdrop) visual scripting.
- Prototyping UI and making particles effects in various game engines.
- Creating a mixed reality game trailer within a team, in Blender.
- Doing planning, budgeting and PowerPoint presentations.

Freelance

Game & Level Designer

2020 – 2021

remote

- Developed VR Fitness application, made new level contents.
- Created new materials.
- Optimized existing level.

Backlight

Game Designer

2019-2020

- Created game mechanics according to director's vision and scenario.
- Designed Levels (2D Schemas).
- Prototyped Game mechanics on Unreal Engine 4 (UE4).
- Wrote various documents (Game Design Document, Technical Documents).

Virtual Room

Game & Level Designer

2018-2019

Virtual Room – Paris in France

- Scenario Proofreading (Identifying errors, suggesting modifications from a game designer's point of view).
- Designed Levels (2D Schemas then 3D Block-outs).
- Prototyped on UE4.
- Made tweak & balance to improve player experience.
- Wrote documentation (Game Design Document, Technical Document).

Vertigo Games (formerly Force Field VR)

Gameplay programmer Intern

June-Sept 2017

- Implemented new features on UE4 using Blueprints, such as the inventory system using motion controls.
- Fixed bugs.

EDUCATION

Master's Degree– Game Design & Management

2015-2018

RUBIKA Supinfogame –France

Narrative design, Level design, Management, Game design, Free To Play economics and design.

The pedagogy is composed of lectures and projects in groups.

DUT (2 years degree) in Computer Science – option Digital Imaging

2013-2015

IUT d'Arles – France

Major de promotion "head of class"

Management, Algorithms, Object-Oriented programming, Web programming and Digital imaging.

The pedagogy is composed of lectures, practical work, and projects.

SKILLS

	CORE	
Game Design	Tweaking	Game Design Document
Virtual and Mixed Reality	Rapid prototyping	Accessibility
	ADDITIONAL	
Visual scripting	Problem Solving	Interaction Design
Level Design	Blender	C#
	GAME ENGINES	
Unity	Unreal Engine	Snowdrop