



# JULIAN TEILLEUX

## Game & Level Designer

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## About

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Holder of a Master's degree in Management of Innovative Projects applied to the video-game industry with honours and **specialized in Game and Level Design, I am currently available** to share my skills and to learn a lot more by your side.

## Experiences

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- **2018 (7 months) - Level Design internship and fixed-term contract at EDEN GAMES, Lyon**  
«Gear.Club Unlimited 2», Nintendo Switch: Level design, level building, game design
- **2017 (5 months) - Game Mastering / Game Design internship at LEAVINROOM, Paris**
- **2017 - Student serious game made during the first year of master's degree**  
«Light Before Birth»: The Prenatal Journey, PC: Game design, level design
- **2015 / 2016 - Game Design internship and fixed-term contract at SUSHEE, Lannion**  
«Run Island», adverggame, iOS & Android: Game design, level design  
«Between Moon and Sun», iOS & Android: Level design  
«Goetia», PC, MAC, Linux: QA Testing: Game design  
«Fear Effect Sedna», PC, PS4, ONE: Game design
- **2015 - Student party game, formerly edited by NEKO Ent, Paris**  
«JumpHead: Battle4Fun», PC, PS4, ONE: Level design
- **2014 - Web Programmer Intern at Conseil Général d'Eure-et-Loir, Chartres**  
IT section: Created, designed and programmed an interactive map

## Hard Skills

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 native  fluent



Engines



Programming



Design & Office  
Automation



Versioning & Project  
Management

## Education

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- **2018 - Master Management de Projets Innovants en Jeux Vidéo, with honours - Polytech Nice Sophia-Antipolis, France**  
A two-year specialized Master's degree in Management of Innovative Projects applied to the video-game industry.
- **2015 - Licence Professionnelle Game Design / Level Design - Institut Universitaire de Technologie (I.U.T.) de Bobigny, Université de Paris 13, France**  
Diploma in «Techniques de l'image et du son, Option Game Design et Level Design» - a one-year degree in Game and Level Design.
- **2014 - DUT Services et Réseaux de Communication (SRC) - Institut Universitaire de Technologie (I.U.T.) de Blois, Université François-Rabelais de Tours, France**  
Obtained a Diplôme Universitaire de Technologie (equivalent to a two-year university of technology degree) in Multimedia, Communication and Web programming.
- **2012 - Baccalauréat ES spe.Math, with honours - Lycée Marceau de Chartres, France**  
(High School), Baccalauréat «ES» (Economic and Social subjects).

## Soft Skills

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Creative



Problem Solver



Critical Thinker



Team Worker

## Interests

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- **Hobbies:** Music, cinema, storytelling, SF literature and cooking.
- **Trips:** USA, Czech Republic, Great Britain, Italy and Spain.
- **Ambition:** Making games which blend both a great gameplay and a deep atmosphere.
- **Music:** Practiced classical guitar for 7 years.

## References

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- **David Nadal, Head of Eden Games:** [dnadal@edengames.com](mailto:dnadal@edengames.com) / +33 (0)6.50.60.40.52
- **Yannick Berthier, Lead Designer at Eden Games:** [yberthier@edengames.com](mailto:yberthier@edengames.com) / +33 (0)6.88.53.81.84
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