



STEVEN CRUZ

SENIOR LEVEL DESIGNER

Experienced Level Designer with strong technical and creative skills. I contributed to 5 shipped PC and Console titles for different video game genres (Stealth, Horror, Narrative Adventure, Platformer...).

PROFESSIONAL EXPERIENCE (7+ YEARS)

LEVEL/GAME DESIGNER FREELANCE - LYON

May 2025 - current

- Freelance Level/Game designer on various video game projects.
- **Fire Hero Pixel Rescue** (PC)

LEVEL DESIGNER - CASUS LUDI - NANTES

April 2022 - February 2023 (11 months)

- Responsible for 10 maps for **Blanc** (PC/Switch).
- Fixed bugs and polished the game experience with QA team.

LEVEL DESIGN TEACHER - BRASSART / GAMESUP / ETPA - FRANCE

(2019-2022)

- Created **original courses** based on my professional experience.
- Managed a total of 7 different classes at various levels, with over 150 students.

LEVEL DESIGNER - MOONYCAT - MONTPELLIER

March 2020 - September 2021 (1 year 6 months)

- Worked on **Metaphora** (PC/Console): blockout of 5 maps in Unreal Engine.
- Handled Blueprint scripting, design challenges, metrics and navigation flow.
- Contributed to improving workflows by anticipating potential development issues.

LEVEL DESIGNER - DROM - LYON

July 2019 - December 2019 (6 months)

- Designed a Unity level and game/level design documentation for **Sayve** (mobile).
- Contributed to structuring the design process and defining project milestones.

LEVEL DESIGNER - DIGIXART - MONTPELLIER

August 2017 - February 2018, September, February - March 2022 (10 months)

- Level design of 3 maps in Unity for **11-11 Memories Retold** (PC/Console).
- 3D World Blockout, scripting, cross-team collaboration with Art/Animation, debug.
- Level Design for **Road 96: Mile 0** (PC/Console).

LEVEL DESIGNER - GLOOMYWOOD - LYON

July 2015 - September 2016 (1 year 3 months)

- Took part in the Level Design of 6 maps for **2Dark** (PC/Console).
- Tasks included documentation, map editing, QA testing, and debugging.

GAME DESIGNER INTERN - CCCP - VALENCIENNES

July 2014 - December 2014 (6 months)

- Game/Level Design/QA for **Binge Runner and Need4Grid** (Mobile), using Unity.

PERSONAL & CREATIVE PROJECTS

SOLO DEV/GAME & LEVEL DESIGNER/BOARD GAME DESIGNER

January 2015 - Now (free time)

- Created an original 3D Platformer on Unity: **Gravity Labyrinth** (PC).
- Board game design, prototyping, playtesting.



ABOUT ME



06 74 84 66 74



stevencruz@orange.fr



Profil LinkedIn



Irigny 69540, France



Portfolio:

[stevencruz.wixsite.com/
steven-cruz-gd](https://stevencruz.wixsite.com/steven-cruz-gd)



ACHIEVEMENTS

5 SHIPPED TITLES

10+ YEARS OF EXPERIENCE



EDUCATION

ARIES Lyon - 2011-2014

Lyon, France

Game Design Bachelor

René Descartes - 2008-2011

Saint-Genis-Laval, France

Baccalaureate S



SKILLS

Level Design:

Documentation, Layout iteration, Blockout, Metrics, Player Guidance, Scripting, Debug, Optimization Team Collaboration

Game Design:

Brainstorm, Doc, Design review, Feedback implementation System Design, Game Feel

Soft Skills:

Analytical Thinking, Creativity, Problem-Solving, Mentoring Organization, Communication, Adaptability, Curiosity



SOFTWARE

Unity (expert), Unreal, Jira, Git, Microsoft Office, Discord, Teams



INTERESTS

Video games, Board games, Photography, Swimming