



# Maël GOMIS

## Level Designer

<https://www.linkedin.com/in/mael-gomis-213877128>



24 years old  
Lyon

06 20 46 21 11  
mael.gomis@yahoo.fr



### Skills

Level Design



Unreal Engine

Project management

C#

Game Design

Unity

Team management

C++

Game Design Document

Adobe CS

Planning

JavaScript

Blocking / Scripting

Mockup

Agile / SCRUM

Git



### Languages

French (native)

English



### Aptitudes

Autonomy

Sens of adaptation

Team spirit

Understanding the needs



### Certification

Opquast (745/1000)

BAFA



### Hobbies

Bujinkan

Slackline

Pixel art

Japanese culture



### Profesional experiences

**Dec 2020 to July 2021 - Full stack developer**

Sopra Steria Group - Limonest (Rhône)

- Development, agile ceremonies, functional and technical test campaigns



**Sept 2017 to June 2019 - Web developer**

Interactiv' Technologies - Limonest (Rhône)

- Development, user support and hotline

**Nov 2017 à Nov 2018 - President of the training dep.**

FED IUT - Villeurbanne (Rhône)

- Formation of students (Team management, communication, event, ...)



### Formation

**2021 - 2022 - Diplôme Universitaire - Level Design**

GAMAGORA (Rhône)

**2017 - 2020 - RNCP I - IS Project manager - Bac+5**

Management and multimedia, Video Game option

Institut G4 Lyon (Rhône)



**2017 - DUT major in Computer science**

IUT Lyon 1 site Doua (Rhône)

**2015 - BAC ES**

Mention Bien, Option Spe. Maths and English euro section

Lycée Victor Hugo (Hérault)



### Projects

**2021 - Gamagora Game Show**

Game/Level Design, Game documents, ...

**2021 - Board Game**

Game Design, Mockup

**2019 - Unity Rogue-Lite**

Game/Level Design, assets, Game documents, ...

**Dec 2018 - Game Jam**

Game/Level Design, Asset creation