

Lucas Pejoux

Level / Mission Designer

19 rue des Foulons
67200 - Strasbourg
+33 6.82.68.86.50
lucas.pejoux.03@hotmail.fr

About me:

My goal is to create memorable fun experiences for the players. I am very passionate, always eager to learn and improve on myself. I believe there is something to learn from everyone and everything. I have very good prototyping skills that allow me to try out concepts fast and often.

Skills:

Combat Design
Encounter Design
Proficiency in Unreal Engine 4
Proficiency in Unreal Engine 5
Proficiency in Blueprinting
Source Control softwares
Unity
Microsoft Office
C#
Adobe Photoshop
Adobe Illustrator

Languages:

French: Native
English: C1
Spanish: B1

Reference contact:

Vincent Goeminne
Lead Mission Designer
vg.vincentgoeminne@gmail.com

Experiences:

More details: <https://lucaspejoux.wixsite.com/portfolio>

Black Forest Games

2023 Level Designer - Combat Designer

2024 TMNT: The Last Ronin - AA Project

- Participated in Combat Design discussions and decisions that resulted in improving the combat system.
- Upgraded my Encounter Design skills by owning all encounters.
- Improved the collaboration between Game Design and Level Design by being a point of contact and communicating issues.
- Proved my ideas via prototyping different combat mechanics and environmental interactions.
- Designed different missions' flow in collaboration with Level Artists and Narrative Designers.

2022 Mission Designer

2023 Unannounced Project - AA Project

- Designed missions from pre-production stages, after having delivered successfully on the previous project.
- Worked with a larger team to create engaging and fun missions.
- Improved my communication skills, learned how to drive a team towards the goal of crafting a compelling experience.
- Prototyped ideas for different player mechanics, be it combat or traversal.

2021 Mission Designer

2022 Destroy all Humans! 2 - Reprobed - AA Project

- Owned all of the gameplay content for the Challenge Accepted DLC, 35 missions based on snippets of core gameplay mechanics.
- Proved myself trustworthy, and very autonomous, in a two member team.
- Communicated my needs to other departments, and drove the features from them to ensure the requirements were met.
- Enhanced the Armageddon game mode through iterations and prototyping, to make it more engaging and fit the whole experience better.

Freelancer

2020 Level Designer

2021 Freelancer

- Worked autonomously and adapted to different projects, company and pipelines
- Designed two maps playable in the main campaign, and 20 others in an arcade mode of a 3D platformer.
- QA tested a 2D platformer game about mathematics, aimed at high schoolers.

Education:

2018 Bachelor's degree in Level Design

2019

- Learned about Game and Level Design, but also scripting.
- Built the most experience during the end of year project. This was my first experience of a production pipeline.

2015 Diploma of Higher Education in Multimedia

2017

- Learned the basics of programming, and algorithmics.
- Learned the basics of cinema, and editing. Developed a curious mind about movies and movie production.