

JULIEN LORANS

Virtual Reality Game Designer

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French Nationality

SUMMARY

I am a new technologies enthusiast, especially virtual and augmented reality. I am a dynamic Virtual Reality Game Designer. I also have good technical knowledge and great programming skills.

EXPERIENCES

VR Game Designer

October 2019 – June 2020

Backlight – Paris in France

- Create game mechanics according to director vision and scenario.
- Designing Levels (2D Schemas)
- Prototyping on UE4
- Redaction of various documents (Game Design Document, Technical Document...)

VR Game & Level Designer

July 2018 – July 2019

Virtual Room – Paris in France

- Scenario Proofreading (Identifying errors, suggesting modifications from a game designer point of view)
- Designing Levels (2D Schemas then 3D Blockouts)
- Prototyping on UE4
- Balancing values to improve player experience
- Redaction of various documents (Game Design Document, Technical Document...)

VR Gameplay Programmer

June-September 2017

Force Field VR – Amsterdam in The Netherlands

Implemented new features with UE4 like an inventory using motion control and fixing bugs.

EDUCATIONS

Master's Degree– Game Design & Management

2015-2018

RUBIKA Supinfogame –France

Narrative design, Level design, Management, Game design, Free To Play economic and design.
The pedagogy is composed of lectures and projects in group.

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.

NON-VR PROJECTS

Kairos

October 2017 - June 2018

Technical game designer

Team Size: 7

Genre: Narrative

SKILLS

CORE

Virtual Reality
Game, UI and Interaction Design
Prototyping - VRTK

General
Game and Level Design
C# - C++ - Javascript

ADDITIONAL

Tweaking and balancing Problem solving

Mixed Reality video

LEARNING

Augmented Reality

LANGUAGES

French: native | English: professional

TOOLS

ADVANCED USER

Unity	Unreal Engine 4	VR Editor (UE4 & Unity)
Word	Excel	Powerpoint

BASIC KNOWLEDGE

Inkscape	Blender	Google Blocks
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LEARNING

Photoshop

INTEREST

- I am very enthusiastic about game design, making intuitive controls and interaction in virtual reality.
- I play electric guitar and have some knowledge of music theory.
- SF books and movies.
- My favorite game genre is RPG and one of my favorite series is Dark Souls.
- Recently, I have been playing Control and The Room VR: A Dark Matter.
- I have tried HTC Vive, HTC Vive Pro, Vive Cosmos, Valve Index, PSVR, Lenovo Explorer, HP reverb, Samsung odyssey, Oculus Rift, GearVR, Oculus Quest, Oculus Rift S.