

# JULIEN LORANS

## Virtual Reality Game Designer

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French Nationality

### SUMMARY

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

### EXPERIENCES

#### VR Game & Level Designer

July-December 2018

*Virtual Room – Paris in France*

- Scenario Proofreading (Identifying errors, suggesting modifications from a game designer point of view)
- Designing Levels (2D Schema then 3D Block-out)
- 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.

### PROJECTS

#### Kairos

October 2017 - June 2018

*Technical game designer*

Team Size: 7

Genre: Narrative

#### EIFFEL MANIA

January 2016

*Game designer & programmer*

Team Size: 6 French Students with 3 India Students

Genre: Casual / Arcade

#### Driving simulator

May 2014 - March 2015

*Programmer & Manager*

Team Size: 4

School project coded in C++, OpenSceneGraph and bullet.

## 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'm 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've been playing Dead Cells and Moss.
- I've tried HTC Vive, HTC Vive Pro, PSVR, Lenovo Explorer, Oculus Rift, GearVR and project Santa Cruz.

## REFERENCES

I'm known for my seriousness, perseverance, programming skills by [Benoit Vandangeon](#), the head of westimages and [ForceFieldVR](#).