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Tools and software

Affinity Designer / Photo : proficient

Pack LibreOffice / Google : proficient

Ren'Py / Monogatari :
intermediate level

WordPress (YoastSEO plugin) :
intermediate level

GraphicsGale : intermediate level

Unity : intermediate level

Godot : basic knowledge

Unreal Engine : basic knowledge

Reaper / Audacity : intermediate level

HitFilm : intermediate level

Blender : basic knowledge

Programming Languages

HTML / CSS : proficient

JavaScript / JQuery :
intermediate level

C# : basic knowledge

Python : basic knowledge

Java : basic knowledge

Language skills

French / Français : native

English : C1 level (CEFR)

Spanish / Español : B1 Level (CEFR)

Japanese / 日本語 : basic knowledge

REYNA LEBRUN

Game Designer
Level Designer
Narrative Designer

Education

Vocational bachelor's degree in Video Game Professions

- Specialization in level design and game design
- Sorbonne Paris Nord university
- Graduated in 2021

Technology degree in Multimedia and Internet Professions

- Specialization in multimedia integration
- Le Mans university (Laval University Institute of Technology)
- Graduated in 2020

High school diploma, scientific option (equivalent to A levels)

- Specialization in computer science and IT
- Montesquieu high school (Le Mans)
- Graduated in 2018

Work experiences

Community service volunteer at a games library

- Provided guidance and explanations of game rules during events
- Organized and inspected games and toys for inventory purposes
- Managed the website, social media accounts, and newsletter
- Created visuals and posters

PLANET'JEUX GAMES LIBRARY
(Le Mans, 8 months, May 2023 - January 2024)

Communication assistant intern

- Designed and maintained the website using WordPress
- Edited videos and photos for communication materials
- Wrote and published web articles
- Improved search engine optimization (SEO) strategies

LAVAL MAYENNE TECHNOPOLE ASSOCIATION
(Laval, 11 weeks, May 2020 - July 2020)

Personal interests

Videogames genres :

- RPGs
- Platformers
- Action-Adventure games
- Narrative adventure games

Film and TV genres :

- Sci-Fi / Fantasy
- Thriller / Psychological horror
- Stop-motion animated movies

Completed game projects

Get Out of There

- Final year study project using Ren'Py
- Game Designer / Writer
- Narrative adventure (visual novel) with gauges mechanics

Crimson Samurai

- Game Design course project using Unity
- Narrative Designer / UI Designer
- Action "Beat them up" game with parry mechanics

Around The Walls

- Level Design course project using Unreal Engine
- Individual project
- Action-Adventure level with platforming elements

Additional projects available in my portfolio

- **That Sounds Better** : Game Design based on "silence" theme
- **Dodge Burnout** : Narrative Design and dialog interface development
- **Super Mario** Level Design schemes
- **Videos** : Game presentation and comparison, RPG animation, cinematic voice-over, etc.