



Ronn LeFeuvre

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I am passionate about making games. I understand what makes something fun and I work hard to achieve it. I'm highly-motivated, dedicated, and extremely productive. My ambition as a creator is to make games that people want to talk about. Games that people will remember.

CAREER ACHIEVEMENTS



**Left Brain
Right Brain**

Worked as a full time designer and a full time programmer



**Fighter
Maker**

Designed two fighting game characters for PS All-Stars




**Seven Year
Club**

Worked in the games industry for over seven years




**Multiplatform
Experience**

Shipped games on the PS3, Wii Xbox 360, PS Vita, PSP, and PS2



**Pitch
Man**

Co-Developed pitch and design for a greenlit Disney game




Screenwriter

Wrote the story and screenplay used for Phineas and Ferb: At2D




**Over 3 Million
Copies Sold**

Ratchet & Clank Size Matters has sold 3.1+ million units



**Like A
Boss**

Designed and programmed five epic boss fights



**Locked
Achievement**

Work with a team creating a completely original IP

WORK EXPERIENCE

SuperBot Entertainment, Culver City **Mar 2012 – Feb 2013**
Senior Combat Designer

I made the deliberate switch from Lead in my prior role to a Senior at SuperBot to allow myself to produce highly focused and polished design work.

Playstation All-Stars Battle Royale (PS3 and PS Vita) **Mar 2012 – Feb 2013**

- Created proposal docs detailing play style, all basic moves, supers and more, for both characters in the first DLC Character Pack: Kat from Gravity Rush and Emmett Graves from StarHawk
- Fully implemented Kat from start to finish including scripting all moves, from her basic attacks to more complicated things like her air dash and supers.
- Directed all of Kat's design in other departments (sound, animation, VFX, story, AI) to ensure all parts fit together and were both accurate to the original game and beneficial for our own.
- Worked on post-release rebalance of entire game; using my sense for game balance, an understanding of fighting game fundamentals, and working with our statistician to breakdown results from our collect game stats.
- Used our in-house development tools to fix bugs, introduce new moves and mechanics, and add polish on the rest of the cast.

High Impact Games, Burbank

Feb 2006 – Feb 2012

Lead Gameplay Programmer/Senior Designer/Writer

I was a key member of High Impact Games since February 2006, where I quickly gained more responsibilities in both the programming and design departments.

Phineas and Ferb: Across the 2nd Dimension (Wii and PS3)

Nov 2009 – Sept 2011

- Lead Gameplay Programmer: Responsible for most key systems of gameplay: Player, Gadgets, Upgrades, Save System, HUD, Lot Check, as well as several levels and more
- Co-designer of the game: gadgets and mods, puzzle mechanics, game settings, unlockables, secrets and more.
- Created original story and wrote screenplay. Worked with creators of original show.

Jak & Daxter: The Lost Frontier (PSP and PS2)

Jun 2008 – Nov 2009

- Upgraded to a leadership role to help new programmers and foster creativeness
- Part of my job was to go into anyone else's levels or code and "make things fun"
- Designed and programmed the entire "Daxterjacking" minigame (player code, controls, effects, camera and more)
- Responsible for Jak's Eco Upgrades, a variety of unlockable abilities and cool effects.

Unreleased Prototype (Xbox 360)

Oct 2008 – Feb 2009

- Lead Game Programmer for a new IP in charge of the small team of programmers
- Created flexible player code which supported complex player movements (wall run, ledge grab, etc) in several alternate states including scaling the character up or down and dynamically changing the direction of gravity.
- Rapid prototyping of two sample gameplay segments in the span of a few months.

Secret Agent Clank (PSP)

May 2007 – Jun 2008

- Programmed the base system for the Ratchet Arena, a heavily class-based system to simplify enemy behavior and aid in early prototyping.
- Created the Holo-Monocle, an in-game device which could transform the player into any character in the game as well as displaying several hundred lines of extra lore.
- Created and helped design many other weapons and gadgets including the Pork Bomb which turned enemies into explosive pigs.
- Programmed all gameplay and enemies for three levels including one that takes place entirely on top of a series of large gondolas flying above the mountains.

Ratchet and Clank: Size Matter (PSP and PS2)

Feb 2006 – May 2007

- Programmed several of the games unique weapons, including recreating weapon designs and effects by using screen shots and playing the original games.
- Programmed the games seven Armor Powers as well as designing and creating an additional set of six secret Armor Powers.
- Programmed the Survival Bot mini-game, a small multi-level Lemmings-like puzzler.
- Made careful post-Gold Code last minute bug fixes by request of the publisher.

EDUCATION

The Art Institute of CA-SF

Oct 2003 – Sept 2005

BS Visual & Game Programming