



Ronn LeFeuvre

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I am passionate about making games. I understand fun and I work hard to achieve it. My personal motto while working is "If the player cannot find the experience you are trying to provide, it is simply not there." I want to make games that people want to talk about. Games that people will remember.

EXPERIENCE

High Impact Games, LLC, Burbank, CA Feb 2006 - Current

Lead Gameplay Programmer/Senior Designer/Writer

I've been 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 – Aug 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 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, a 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



Multiplatform Experience

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



Five Year Club

Worked in the games industry for over five years.



Over 3 Million Copies Sold

Ratchet & Clank Size Matters has sold 3.1+ million units



Pitch Man

Co-Developed the pitch and design for our latest project



Weapon Smith

Designed and programmed awesome gadgets on each title



Like A Boss

Designed and programmed five epic boss fights.



Screenwriter

Wrote 22 page screenplay used for Phineas and Ferb



Herding Cats

Led team of programmers to ensure gameplay segments where fun and on spec



Locked Achievement

Be a member of a team that creates and ships an original IP