

## Professional Experience











<b>Game Designer - Kabam, Montreal</b> (Game creation, iterations, creativity, autonomy, critical look, teamwork, thoroughness, organization, communication)	february 2022 - present
<b>Game Designer &amp; Level Designer - Playmind, Montreal</b> (Game & level creation, iterations, creativity, autonomy, critical look, teamwork, thoroughness, organization, communication)	mai 2018 - february 2022
<b>Internship in Level Design - Playmind, Montreal</b> (Level creation, iterations, creativity, autonomy, critical look, teamwork, thoroughness, organization, communication)	mars - mai 2018
<b>Restaurant Supervisor - Parc Safari, Hemmingford</b> (Management, employee training and supervision, decision making, customer service)	summers 2015 - 2018
<b>Web Integrator - <i>Pourquoi pas communication</i>, LaPrairie</b> (Working under pressure, efficiency, resourcefulness)	summer 2015

## Education




<b>Baccalaureate - <i>Création de jeux vidéo profil Design</i>, UQAT, Montreal</b> (Level design, game design, creativity, autonomy, management, teamwork, communication, methodology)	2015 - 2018
<b>DEC - <i>Techniques d'Intégration Multimédia</i>, Maisonneuve College, Montreal</b> (Identify, analyze, conceive, create, coordinate, program and integrate the different elements of a multimedia project)	2012 - 2015

## Computer Skills

### Software

 Unity 3D	 Photoshop	 Word	 Reaper
 Unreal Engine	 Premiere	 PowerPoint	
 3DS Max	 Illustrator	 Excel	

### Programming

 C# C Sharp
 HTML 5
 CSS 3

## Additional Experience

Winner of the Creative Jam 10th edition, Game Jam, Centre NAD	winter 2018
Creative Jam 9th edition, Game Jam, Centre NAD	summer 2017
Creative Jam 8th edition, Game Jam, Centre NAD	winter 2017
Game Jam, UQAT	winter 2016
Game Jam, UQAT	fall 2016