

PIER-LUC POISSANT

Level Designer

ABOUT ME

As a Level Designer, I want to provide the player with a memorable experience through thoughtful levels created with an iterative design, to make them as successful as possible.

I fundamentally believe that communication and respect within the team is the secret of a high quality game.

EXPERIENCE

Level Designer, Game Designer

The Huntress, Campus ADN, Montréal

APRIL 2021 – JULY 2021

- 15 weeks school project, soon to be on Steam
- Personal contribution: Design of the last level
- Game design based on game mechanics and puzzles

Level Designer, Game Designer

Host, Campus ADN, Montréal,

NOVEMBER 2020

- 3 weeks project, Game Jam constraints
- Personal contribution : Design of 5 levels and redaction of LDD
- Game design based on game mechanics and puzzles

Level Designer, Game Designer

Climax, Hack the Midlands 5.0

- 72H Game Jam

OCTOBER 2020

Cheese Maker

Fromagerie Champêtre, Repentigny

- Ensuring the day-to-day production and receiving/managing raw materials

MAY 2019 – JANUARY 2020

Pasteurization Technician

Liberté artisan de nature, Saint-Hyacinthe

- I learned to push my limits and deal with stressful situations

MAY 2011 – MAY 2019

CONTACT

 **450-771-7937**

 **LinkedIn** - [Pier-Luc Poissant](#)

 **Email** - pierlucpoissant@gmail.com

 **Portfolio** - www.pierlucpoissant.com

TECHNICAL SKILLS

- Unity
- Unreal Engine 4
- GameMaker Studio 2
- Perforce
- Blender
- Sketchup
- Photoshop & Illustrator
- Office suite

GENERAL SKILLS

- Teamwork
- Communication
- Creativity
- Problem resolving
- Adaptability

LANGUAGE

- French
- English (intermediate)

EDUCATION

Attestation of collegial Studies (ACS/AEC)

Level Designer

AUGUST 2020 - JULY 2021

Campus ADN Montréal

Diploma of College Studies (DCS/DEC)

Food Engineering Technology

2008 - 2012

Institut de Technologie Agroalimentaire de St-Hyacinthe