

Studies

D.E.S.S. in Narrative Video Game Design, École NAD, Montréal	2018 - 2019
D.E.C. in Graphic Design, Collège Ahuntsic, Montréal	2003 - 2006
D.E.S. at Collège St-Sacrement, Terrebonne	1998 - 2003

Other Studies

Game Design: Art and Concepts, 5 Courses Specialization, California Institute of the Arts, coursera.com	Apr - Oct 2018
History and Future of (Mostly) Higher Education, Duke University, coursera.com	Feb - Mar 2014
Surviving Your Rookie Year of Teaching: 3 Key Ideas & High Leverage Techniques, Match Education, coursera.com.	Jan - Feb 2014
Introduction to Softimage XSI, Centre NAD, Montréal	February 2003

Projets

Channel Surfers, Ubisoft Game Lab Competition **2019**

I worked as a **game designer**, **level designer** and **3D artist** on the game *Channel Surfers*, a competitive 3D sidescroller game taking place inside of a television switching between different channels selected by the public on Twitch.

Award: *Best Technical Challenge and Innovation*

Nominations: *Best Prototype, Best User Experience, Best Art Direction and Production*

Equilibrium **2019**

For this project, I took the role of **co-leader** of a team of 23 students split between 3 universities. I also worked on the **conception**, **development** and **balancing of the different game systems**, as well as the **writing of the story and dialogs**. It allowed me to prove my capabilities as a game designer and narrative designer.

Work Experience

MadLife Games **Level designer**

2020 - Present

Level and puzzle design on the game Zorya.

Game design on the game's different systems in collaboration with the project's game designer.

JM Vapeur **Customer service, blogging, equipment maintenance**

2016 - 2017

Customer service and technical support for the rental of steam cleaning equipment.

Writing, photography and graphic arts for the company's blog.

Maintenance, servicing and cleaning of the equipment.

Julien Grimard **Photographer**

2016

Photography for the cover and booklet of Jonathan Painchaud's music album *La Tête Haute*.

Bombardier Aéronautique, Challenger Finishing Center **3D artist, graphic designer, photographer**

2006 - 2014

Photorealist 3D renderings of the Challenger business jets' interiors and exteriors (modeling, texturing, lighting, rendering, animation, post processing and printing).

Conception and scripting of different tools used to automate repetitive portions of my team's work, which allowed for a significant increase in our productivity.

Training sessions on Adobe Illustrator and customized individual training given on different softwares to our team's customer account designers.

Technical support for different software issues provided to the team.

Graphic design for promotional products (posters, merchandise, leaflets and more).

Photography and photo editing (photography of objects for catalogs and brochures, employee portraits, events photography, art photography for large format prints).

Filming and video editing of corporate videos.

Bombardier Aéronautique, Global Express Finishing Center **Internship**

2005

3D modeling and rendering of Global Express business jets' interiors.

Design and rendering of business jet exterior paint schemes.