

Experience

Languages

French

Written & Spoken

English

Written & Spoken

Interests

Game Design

filmmaking

Music

Arts

Team Projects

Abilities

Leadership

Versatility

Team Oriented

Great Motivator

Attentive

GAME DESIGN / LEVEL DESIGN, FRIMA Studio, QUÉBEC November 2015- July 2017

Elaborate game mechanics and systems. Ensure that the vision is respected. Create and update game design documentation. Balance the difficulty of the game. Support for the team and bug fixing. Follow up with clients.

- [Con Man: the Game](#)
- Multiple projects with EA
- Several white labeled projects

GAME DESIGN / LEVEL DESIGN, Cortex , QUÉBEC February 2015 - November 2015

Elaborate game mechanics and systems. Ensure that the vision is respected. Create and update game design documentation. Balance the difficulty of the game. Support for the team and bug fixing. Follow up with clients.

- [Cracked Rush](#)
- Cracked Crazy Stories

GAME DESIGN / LEVEL DESIGN, FRIMA Studio, QUÉBEC 2013 - February 2015

Elaborate game mechanics and systems. Ensure that the vision is respected. Create and update game design documentation. Balance the difficulty of the game. Support for the team and bug fixing. Follow up with clients.

- Multiple white label projects.
- Nun Attack Origins: Yuki
- In house creativity initiative Frimagination

QUALITY ASSURANCE, FRIMA Studio, QUÉBEC 2012-2013

Ensure that the game meets the high quality standard set by the department. Manage the bug database. Coordinate efforts with the other departments to solve issues. Update documentation.

Experience

SKILLS

Game Design

game system design
balancing
UI/UX design
Playtest analysis
and iteration

Level Editor & Scripting

Unity
C# Scripting

Softwares

Google Docs
Microsoft Office
iWork
Photoshop
Illustrator
Premiere
Pixelmator
Lucid Chart
Visio
Draw.io
Balsamiq
SketchUp
Audacity
Logic Pro
SVN
JIRA
Confluence
Trello
Basecamp

GAME DESIGN / SOUND DESIGN / COMMUNICATIONS, MOLECUBE, QUÉBEC 2009 - 2012

Elaborate game mechanics and systems. Ensure that the vision is respected. Create and update game design documentation. Create SFX and compose soundtracks. Develop UI/UX wireframes. Support the team and bug fixing. Follow up with clients.

- Epic Meal Time
- Monsieur Monsieur
- Monstruction
- Binja

ASSURANCE QUALITÉ, BEENOX / ACTIVISION, QUÉBEC Mai 2009 - Juillet 2009

Ensure that the game meets the high quality standard set by the studio. File bugs in the database. Complete checklists and bug regression.

- Guitar Hero: Warriors of Rock
- Monster Jam: Path of Destruction

Miscellaneous Experience

- Filmmaking et video editing
 - High interest for writing, filmmaking and editing
 - Manipulation of video production equipment.
- Musical knowledge
 - Classical music training.
 - Piano
 - Trumpet
 - Guitar