

Contact

Phone

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Email

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Portfolio

www.emiledesjardins.com

Technical Skills



Unreal Engine 5



Unity



Autodesk Maya



C#



Google Suite



Photoshop

Soft Skills

- Communication
- Teamwork
- Problem-solving
- Proactivity
- Adaptability

Languages

- French
- English

Hobbies

- Video games
- Guitar
- Geography

Émile Desjardins

Level Designer

Summary

As a passionate level designer, I am committed to **continuous learning and growth**, bringing a **strong work ethic**, an open and **collaborative mindset**, and a knack for creative **problem-solving** to every project.

With a **strong dedication** to honing my craft, I am ready to embark on new opportunities that will allow me **to work with talented people** and make **meaningful contributions** to the world of video games.

Experience

○ Level Designer, Chronique

Campus ADN, Montreal

April 2023-July 2023

- Tasks :**
- Collaborated with the creative team to develop and refine the overall vision and concept for our levels, aligning with the project's design goals
 - Designed and implemented gameplay experiences by creating the layout and the structure of my level
 - Created documents to facilitate efficient communication and knowledge sharing amongst the development team.
 - Worked closely with a level artist to ensure a seamless integration of gameplay and aesthetics, to create a cohesive and engaging player experience.

Education

AEC Level Design

Aug 2022- July 2023

Campus ADN, Montreal

DES

Sept 2010- June 2015

Robert-Gravel, Montreal