

PROFILE

Game & Level Designer passionate about crafting **immersive** gaming **experiences**. I thrive on shaping **gameplay**, memorable **challenges** and captivating **interactions** that generate **flow** state for the **player**. As a Game Designer I can go from an **idea** to an actual **mechanic** and **feature**. As a Level Designer I blend **creativity** and **technical expertise** to create **worlds** that are worth **exploring** and generate **fun**.

Through my years of experience I proved that I can be a **positive** leader, a **team** player and a problem **solver**. But still eager to **learn** from other creative people and **enhance** my skills.

To me **video games** are more than moving pixels they can be **epic journeys**!

TOOLS

- Unity Engine
 - C# scripting
 - ProBuilder
- GameMaker Studio
 - GML scripting
- Unreal Engine
 - Blueprint
 - BSP
- Affinity Suite
 - Designer & Photo
- Google Suite
- Notion
- Maya
- Perforce
- Photoshop

SKILLS

- Teamwork
- Problem Solving
- Communicating & Popularization
- Creating high quality design documents
- Iterative process
- Prototyping
- Animating Brainstorms

LANGUAGE

- French
- English

Experience

- Apr 2023 – Present | Ohrizon
Game Designer
 - Game Design consultation for CMF financing.
 - Brainstorm, Presentation & Document reviewing.
- Jul 2018 – Jul 2022 | CREO
Interactive Designer
 - Blend of Game Design, UX Design & Screenwriting
 - Web, Mobile, Tablet, In Situ & Museums experiences.
- May 2020 – May 2021 | Ohrizon
Game Designer / Instructor
 - Game Design consultation for CMF financing
 - Game Design & QA for an AR game in a patrimonial church.
- Oct 2017 – Jul 2018 | Freelance
Game / UX Designer / Writer
 - Multiple contracts as a Designer.
 - Financing, Brainstorm & Pitch.
- Jun 2015 – Oct 2017 | Version 10
UX Designer
 - Web, Mobile, Tablet, In Situ & VR experiences.
 - Game Design for interactive installations.
- Dec 2015 – Jun 2016 | INIS
Game / UX Designer / Mentor
 - Mentoring TV & Interactive Media students.
 - Game & UX Design for the final project.

Student Project

- Apr 2023 – Jul 2023 | Campus ADN – Protocole:Hedera
Lead Game Designer / Game Designer / Developer
 - Coordinating all the departments & Maintaining the vision of the game.
 - Designing mechanics/features & Creating documentations (GDD & RGD).
 - Coding ingredients & Developing creative tools for the Level Designers .

Education

- Aug 2022 – Jul 2023 | Campus ADN
AEC – Level Design
- Sep 2012 – Dec 2016 | UQAM
Master Degree – Communication (Experimental media)
- Aug 2013 – Jul 2014 | INIS
Formation – Game Design
- Sep 2006 – May 2009 | UQAM
Degree – Arts & Communication
- Sep 2003 – Jun 2006 | CEGEP St-Laurent/André-Laurendeau
DEC – Cinema

Montreal, August 15 2023

Letter Of Recommendation - Guillaume Mercier

To Whom This May Concern,

As principal teacher in Level Design at Campus ADN, I had the pleasure to teach Guillaume Mercier in 2022 and 2023.

In my many years as a teacher, I saw many aspiring and talented game developers but Guillaume was able to rise above the fierce competition. At first, to be honest, I was perplexed about the presence of Guillaume at Campus ADN as he already had many years of experience in the industry. For me, his motivation to get up to date for certain specific technical skills to work in AAA and his desire to learn are a lesson of humility. Getting out of the program, he combines the best of a senior (soft skills, concrete field experience) and a junior (appetite to push quality, mastery of latest tools). Guillaume stood out in all aspects during his studies and showed high potential for leadership.

I encourage you heartedly to consider Guillaume for an interview, I am convinced he will demonstrate high potential at all levels.

Beyond the professional aspect, Guillaume is a person of great quality and it is very easy for me to recommend him for any team.

Don't hesitate to contact me for additional information.

Sincerely,

A handwritten signature in dark ink, reading "Dominic Norman". The signature is fluid and cursive, with the first name "Dominic" and the last name "Norman" clearly distinguishable.

Dominic Norman
Level Design Teacher, Campus ADN