




-  [linkedIn/GuillaumeMercier](#)
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EDUCATION

AEC in Level Design

2022 - 2023 | Campus ADN

Master's in Experimental Media

2012 - 2016 | UQAM

Master's in Game Design

2013 - 2014 | INIS

Degree in Arts & Communication

2006 - 2009 | UQAM

DEC in Cinema

2003 - 2006 | CEGEP St-Laurent

TOOLS

- Unreal Engine
 - Blueprint
 - Modeling tools
- Unity Engine
 - C# scripting
 - ProBuilder
- Affinity Designer & Photo
- Google Suite
- Jira & Confluence
- Maya
- Perforce

SKILLS

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

LANGUAGE

- French
- English

GUILLAUME MERCIER

Game & Level Designer focused on crafting immersive gameplay and memorable challenges that drive player flow. I take ideas from concept to mechanics and build worlds that are fun, readable, and worth exploring. To me, video games are more than pixels, they're experiences worth living.

Experience

- Nov 2023 - Apr 2026 | EIDOS
Level Designer
 - Level Designer Side Quests for a cancelled AAA new IP
 - Level Designer for Fable (partnership with Playground)
- Oct 2024 - Nov 2025 | OPIEVA (UQAM)
Game Designer
 - Game Design for early phase of a boardgame.
 - Brainstorm, Presentation & GDD.
- Apr 2023 - Oct 2023 | Ohrizon
Game Designer
 - Game Design consultation for CMF financing.
 - Brainstorm, Presentation & Document reviewing.
- 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.
- Jul 2018 - Jul 2022 | CREO
Interactive Designer
 - Blend of Game Design, UX Design & Screenwriting
 - Web, Mobile, Tablet, In Situ & Museums experiences.
- Oct 2017 - Jul 2018 | Freelance
Game / UX Designer / Writer
 - Multiple contracts as a Designer.
 - Financing, Brainstorm & Pitch.
- Jun 2015 - Oct 2017 | Version 10
Interactive / 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 .

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,



Dominic Norman
Level Design Teacher, Campus ADN