

VINCENT CHARLAND

Level Designer

ld.vincent.charland@gmail.com | 514-791-3467 | <https://www.linkedin.com/in/vincent-charland/>

Education:

2020-2021 - Campus ADN - Montreal
ACS - Level Design

2019 - Cegep André-Laurendeau
DEC - Arts, Letters and Communication,
Interactive medias profile

Technical Skills:

- Unreal Engine 4
- Unity
- GameMaker Studio 2
- SketchUp
- 3DS MAX
- Photoshop
- Perforce
- Confluence
- Valve Hammer Editor
- C#
- GML

Soft Skills:

- Communication
- Motivation
- Adaptation
- Good reception to feedback
- Familiar with Scrum and Agile methodologies

Languages:

- French
- English

Interests:

- Gaming
- Music
- Sports
- Cinema
- Social Activities

Summary

I'm a Level Designer with an affinity for the more technical tasks and a good sense of initiative and autonomy. Passionate about video games, music and filmmaking, rhythm is one of the important parts of my designs.

I learn and adapt quickly and I can handle pressure pretty well. My communication skills helps me easily build great relationships with my team and colleagues quickly. I'm open-minded, have a good sense of humor and I always make sure to put the team first. I see criticism as an opportunity to learn and improve myself. I want to grow as a level designer and become a good reference for my team.

I'm always motivated and always looking for new challenges and any opportunities to improve my skills. Hoping to work together soon!

Work Experiences

Scripter - Assistant Lead
Campus ADN, Montreal

April 2021 - July 2021

15 weeks - Unity Project: *The Huntress*, PC:

C# Scripting:

Programming of game's boss fight:

- Boss fight structure, linking phase 1 and phase 2 together with scripted events.
- Boss mechanics and attacks (dive, dash, retreat, etc.)
- Animation integration (Boss attacks, flinch, etc.).
- Weight-based loot system, including options to fully customize loot table for each pick up items.
- Looted items integration with the inventory system
- Interaction system (Pick ups)

As assistant-lead for the scripting department, be the link between the different departments on the game (art, level design, scripting, animation, sound design), making sure deadlines are met and assisting in any problems during production. Attend daily Scrum meetings with the producer and other departments to ensure the project is going the right way and fix any issues.

Film Co-director - Video Editor
Cegep André-Laurendeau, Montreal

Jan 2017 - Jun 2017

10 minutes short film "JOURNAL D'UN SOCIOPATHE.":

- Milestones monitoring to make sure they are met and the project goes as smooth as possible.
- Present on all steps of the projects, from pre-production (scenario, storyboard, etc.) to production and post-production (video editing, sound mixing, etc.).
- Sound and visual reworking in postproduction (using Adobe Premiere Pro, AfterEffects, etc.).
- Lighting, Camera and Sound equipment handling during production.
- Daily communication with team members and actors to plan the next steps.
- Actor direction on set to ensure the quality of the scenes filmed.