

Alexandre Pepin

Level Designer

Motivated and passionate **Level Designer** with 3+ years of experience devoted towards creating immersive and memorable **Levels**.
Constantly looking for new **technical challenges** and **talented teams** to deepen **my expertise**.

Contact Information

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Software Proficiency

- ❖ Unreal Engine
- ❖ Unity
- ❖ 3ds Max
- ❖ Jira
- ❖ Figma
- ❖ Perforce
- ❖ Confluence

Summary of Education

Game / Level Design

LaSalle College, Montreal
2021 - 2023

Language Fluency

- ❖ French (Native)
- ❖ English (Fluent)

Soft Skills

- ❖ Problem-solving
- ❖ Attention to detail
- ❖ Critical thinking
- ❖ Leadership
- ❖ Quick learner

Summary of Qualifications

- ❖ 3+ years in Video Games Development as a Level Designer
- ❖ Strong grasp and efficiency with Game Engines (Unreal & Unity)
- ❖ Proficient in modeling quick & high-quality Blockouts
- ❖ Experienced with Scripting tools (Blueprints & Bolt)

Professional Experience

Eidos Montreal - Grounded 2

07/24 - Present

Level Designer

AAA First/Third Person open world survival-crafting game.

- ❖ Create engaging & immersive **environments** while keeping **gameplay** as priority
- ❖ Design and build locations that unite the game's **narrative beats** and **mechanics**
- ❖ Collaborate thoroughly with 3D Artists to ensure a coherent **creative** vision

Eidos Montreal - Fable

01/24 - 07/24

Level Designer

AAA Third Person immersive open world action role playing game.

- ❖ Develop and prototype diverse **puzzle layouts** to enhance gameplay flow
- ❖ Carefully design and implement **quests & points of interest** (POI)
- ❖ Ensure high-quality layouts through **rapid prototyping**

HST Game Studios - SCP Fragmented Minds

09/23 - 08/24

Level Designer // Level Artist

First Person linear survival-horror game.

- ❖ Design **enemy encounters** that encourage stealth and player decision-making
- ❖ Conceptualize, blockout and set dress the levels in **Unreal Engine**
- ❖ Own the design and implementation of **navigational puzzles**

Propaganda - Modded Map - Ready or Not

Completed in 2023

Level Designer // Level Artist

Tactical military shooter where you take on the role of SWAT officers.

- ❖ Create **Level Design** tools to facilitate and accelerate the **production**
- ❖ Build a **Game Ready** experience in its entirety from start to finish
- ❖ Optimize and polish the Level for its **release**