

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
- ❖ Gaea
- ❖ Visual Studio (C++)
- ❖ Perforce
- ❖ GitHub

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)
- ❖ Strong understanding of Game & Level Design Theory

Professional Experience

Zero Hour Interactive - Burning Lands

2023 - Present

Level Designer

- ❖ Create engaging & immersive **environments** while keeping **Gameplay** as priority
- ❖ Carefully design and implement **objectives & points of interest (POI)**
- ❖ Collaborate with 3D Artists to ensure a coherent **creative** vision
- ❖ Ensure high-quality layouts through **rapid prototyping**

Personal Achievements

Mekong - Modded Map - Squad

2023

Level Designer // Level Artist

3x2 km map based around the real life location of Vinh Long in Vietnam. (MP-FPS)

- ❖ Proactively Iterate and balance gameplay through **playtest** and **feedback**
- ❖ Create **Level Design** tools to facilitate and accelerate the **production**
- ❖ Design **historically accurate** environments with the help of advisors
- ❖ Communicate and promote **Level Design** ideas with the team

Slums Runner - Game Jam - LaSalle

2022

Level Designer // Scripting

First Person Platformer with a strong emphasis on speed and reaction time.

- ❖ Conceptualize, Design and Blockout engaging **Levels** in Unreal Engine
- ❖ Implement Game Mechanics & Scripted Events using **Blueprints**
- ❖ Pace the **Gameplay** across **Levels** to keep an engaging rhythm
- ❖ Manage time across the team to meet **goals** and **deadline**