GABRIEL FLEURY
LEVEL DESIGN

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Core Competencies

- Good communicator
- Experience with narrative design
- Can work under pressure
- Fast learner
- Agile method

- Very open to criticism
- Experience in multiple game engines
- Love working in small teams
- Strong technical skills in related fields
- Intermediate scripting knowledge

Software frequently used

- Unreal Engine 4 + Blueprint
- Source Engine
- Unity 5 + C#
- Perforce & Turtoise SVN
- JIRA

- Microsoft Office
- 3ds Max
- Adobe Photoshop
- Adobe Illustrator

Work Experience

2016 – 2017
Immersive Design Studios
Technical Artist, Blueprint programmer
- Develop great VR user experiences for clients who are first experiencing VR
- Develop easy to understand tools for artists using Unreal Blueprint (visual scripting)
- Design interactivity features using networking/LAN functionalities
- Share problems and solutions with engine programmers, architects and artists
- Dispatch tasks to the team and follow their progress
- Profiling, validating meshes, optimization, debugging in Unreal

2013 – 2016
Valve
Freelance model contributions on Team Fortress 2
- Challenged to make something that stands out
- Working with concept artists

2015 – 2016
Université du Québec à Chicoutimi
NAD Ambassador
- Visiting various high schools and Cégeps to promote NAD
- Speaking clearly to small crowds
- Adapting my speech depending on who I'm talking to

Summers of 2012 & 2013
CLD de Marguerite-D'Youville
Community Agent
- Compiling data and updating CLD's business repertory
- Contacting businesses by phone and email

Participations & Contests

Montreal Global Game Jam (2019)
- Special mention for integration of the theme

Creative Jam #13 (2019)

TF2Maps.net Major Contest #14 (2018)

Ubisoft Creative Jam (2018)

Montreal Global Game Jam (2017)

Montreal Global Game Jam (2015)

Ubisoft Creative Jam (2015)
- Special mention for originality

Concours Québécois en Entrepreneuriat (2010)
- Regional Prize

Education

2018 – 2019 (in progress)
NAD / UQAC
- Narrative game design (DESS)

2013 – 2016
NAD / UQAC
- Bachelor's degree in 3D animation and digital design (BACC)

2010 – 2013
Cégep Édouard-Montpetit
- College diploma in Multimedia Integration Techniques (DEC)

2005 – 2010
École d'Éducation Internationale de McMasterville
- High school diploma
- IB program diploma

Complimentary Knowledge & Interests

- Strong written and spoken French & English

- In depth knowledge of Unreal 4 Blueprint

- Video editing / Motion design

- Appreciation of architecture, 2D animation, sound design