# GABRIEL FLEURY
## LEVEL DESIGN

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gabfleury.com

## Core Competencies

- Good communicator
- Experience with Blueprints prototypes
- Can work under pressure
- Fast learner
- Agile method

- Very open to criticism
- 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)
- 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

**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

2013 – 2016
**NAD / UQAC (Université du Québec à Chicoutimi, département École nationale des arts numériques, de l'animation et du design)**
- 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

- Adobe Flash and ActionScript3

- Video editing / Motion design

- Appreciation of architecture, 2D animation (cartoon and anime), sound design

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