

CHARLES-OLIVIER PÉLOQUIN

Level Design

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PORTFOLIO

WWW.CHARLESOLIVIERPELOQUIN.COM

SKILLS

FRANÇAIS

Native proficiency

ENGLISH

Professional proficiency

LEVEL DESIGN

Blueprint (UE4)
Technical Level Design
Scripting C#
Game Design
Open World
AI Prototyping

SOFTWARE

Unreal Engine 4
Unity 5.0
SketchUp
3dsMax
Perforce/Git
Magika Voxel

PROJECTS

AWAY VR : FIRST EPISODE

Breaking Walls | February 2017 - March 2018

- Level design in Unreal Engine
- AI design in Blueprints and state machine

AWAY VR : PLAYABLE TEASER

Breaking Walls | August 2016 - February 2017

- Level design in Unreal Engine
- Blueprint Scripting

DYSTOPY

Campus Adn | April - July 2016

- Level design in Unity Engine (student)
- C# scripting

AWEILLE

Global Game Jam | January 26-28, 2017

- Level design in Magika Voxel and Unreal Engine

EDUCATION

MASTER OF MANAGMENT

Art and Video Games Specialisation

HEC MONTRÉAL | 2018

AEC IN LEVEL DESIGN

+3D modeling attestation

CAMPUS ADN | 2016

BACHELOR IN ECONOMICS AND POLITICS

UNIVERSITÉ DE MONTRÉAL | 2014

WORK EXPERIENCE

TECHNICAL LEVEL DESIGNER

Breaking Walls | August 2016 - March 2018

- AI blueprints prototypes
- Scripting in blueprint to trigger events
- Create prototypes for VR game
- Organic and semi-open world level design for a VR game

LEVEL DESIGNER

Campus ADN | September 2015 - July 2016

- Design and scripting of the Shooting Tower Assets in C#
- Beat 'em up / Platforming level design for a 2.5D game

INTERESTS

Game Jam | D&D | Piano | Drawing
Political Philosophy | History

