CHARLES-OLIVIER PÉLOQUIN

Level Designer

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ABOUT

I'm a level designer with a management background and valuable technical skills.

SOFTWARE

Unreal Engine
Unity
Illustrator
Sketch Up
3ds Max

SPECIALIZATION

Architectural and organic layout
Environnemental storytelling
Layout for action RPG
Coop design
Verticality

PORTFOLIO www.charlesolivierpeloquin.com

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

PROJECTS

All on Steam

Unannounced Project | Eidos Montréal

Suicide Squad | Rocksteady Studio

Gotham Knights | WB Games Montreal

Mansion of Madness | LuckyHammers

Away : The Survival Series | Breaking Walls

Dystopy | Campus ADN

EXPERIENCE

LEVEL DESIGNER
Eidos Montreal | *October 2023 - now*

- Document and create levels according to the creative visions.

LEVEL DESIGNER
WB Games Montreal | *September 2022 - October 2023*

- Document and create levels according to the creative visions.
- Prototype and iterate on different layout to validate their pertinence and effect.

PRODUCTION COORDINATOR
WB Games Montreal | *December 2018 - September 2022*

- Work with development team to understand artistic, technical and design requirements
- Established development pipeline
- Monitor dependencies/bottlenecks within the team
- Note and track Direcor's feedback during build reviews
- Analyze and communicate team progress to Executives

ASSOCIATE PRODUCER
LuckyHammers | *April 2018 - December 2018*

- Manage a team of 25 developers and perform critical analysis of processes to suggest corrective actions
- Establish successful new production pipeline
- Maintain partnership relation with Asmodee Digital and Fantasy Flight Games

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 | *April 2016 - july 2016*

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

INTERESTS

Game Jam | *D&D* | Drawing | Bass | Political Philosophy | History