

JEAN-PHILIPPE MARCHI

LEVEL DESIGNER

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ABOUT ME

My years working in tourism led me to acquire a good work ethic and interpersonal skills. I learned to work under a tight time schedule, to organise my priorities, to communicate my ideas and listening to others point of view. I thrive on team-work and new ideas.

SKILLS

- Bilingual
- Good team player
- Critical Thinking and problem solving
- Ability to accept and learn from criticism
- Creative thinking
- Effective time management
- Basic knowledge of C#

SOFTWARE EXPERIENCE

- Visual Scripting
- Unreal Engine
- Unity Engine
- Sketchup / Photoshop
- 3DS Max
- Perforce

EXPERIENCE

LEVEL DESIGNER • CAMPUS ADN • 2019-2020

Level Designer on Hive:

Hive is a PC third-person shooter/platformer taking place in a sci-fi environment.

Hive was design and produced completely remotely within a total of 15 weeks.

My tasks on the project:

- Design and conception of patterns.
- Complete Level Design of a level (paper design / greyboxing)
- Applying the level design principles: *Navigation, Framing, Rhythm, Balance, Introductions and Fun*
- Working in close cooperation with a Level Artist and Programmers
- Producing all necessary game design paperwork.

TOUR DIRECTOR • EF TOURS CANADA • 2015-2019

- Leading and managing a group of tourists visiting different cities around Canada.
- Managing a strict itinerary and schedule.
- Working in cooperation with a driver.
- Communicating with groups up to 50 people.
- Comprehending and finding solutions to problems.

EDUCATION

AEC LEVEL DESIGN • LE CAMPUS ADN, MONTREAL • 2020