

# EVIE LEVEILLE

## GAME DESIGNER

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### PROFILE

- Passionate **multidisciplinary** writer & designer who is always striving to generate, explore, and share new ideas
- Enthusiastic **team player** who has worked successfully on a wide range of collaborative projects
- Creative **problem solver** with a keen eye for finding efficiencies and effective solutions

### EXPERIENCE

#### GAME DESIGNER - Holland Bloorview Kid's Rehabilitation Hospital

MAY 2019 - SEPTEMBER 2019

- Designed competitive & co-operative 2-player touch screen gameplay integrating fine motor therapy activities
- Balanced combat systems to facilitate varied player strategies
- Ensured user experience met all accessibility requirements for target audience

#### PUZZLE & SET DESIGNER - The Crux Escape Rooms Inc.

AUGUST 2016 - OCTOBER 2017

- Worked with lead designer to create a series of interconnected challenging puzzles that integrated with the theme of the room
- Designed imaginative thematic set pieces for escape rooms to facilitate player immersion in their respective fictional settings

### PROJECTS

#### "MERIDIEM" - FIRST PERSON 3D PUZZLE GAME

JANUARY - APRIL 2019

- Made with Unity in team of 4
- Developed game idea from concept to prototype
- Collaboratively created comprehensive game design document
- Responsible for gameplay design, level design, documentation, narrative design, & gameplay programming

#### "NEWTON" - 2D PUZZLE PLATFORMER

MARCH 2019

- Made with Unity in team of 3
- Made for physics-based puzzle game design challenge
- Designed series of levels based around core gravity flipping mechanic
- Responsible for gameplay design, level design, & gameplay programming

### EDUCATION

#### HONOURS BACHELOR OF GAME DESIGN - Sheridan College

OAKVILLE, ON, CANADA | SEPTEMBER 2016 - MAY 2020 | 3.7 GPA

### SKILLS

- Gameplay Design
- Systems Design
- Narrative Design
- Level Design
- Creative Writing
- Documentation
- Storyboarding

### TOOLS

- C#
- Unity
- Reaper
- Adobe Suite
- Excel
- Jira
- Confluence
- Git

### AWARDS & GRANTS

#### UBISOFT FUTURE WOMEN IN GAMES

DECEMBER 2019

- Received 2nd place in the design category for the creation of a gameplay prototype that represented an aspect of my morning routine

#### CUE ARTS GRANT

FEBRUARY 2018

- Received funding for the creation of a graphic novel which was successfully completed and shown at the Margin of Eras Gallery CUE 2018 Arts Show

#### GOLDEN LOCK-IN AWARD

JANUARY 2018

- Received award for design work on the Dead Air escape room at The Crux Niagara