

# **SD Samuel Deschênes**

## **Game & Level designer**

 514-972-4047

 [ld.samuel.deschenes@gmail.com](mailto:ld.samuel.deschenes@gmail.com)

 [samueldeschenes.com](http://samueldeschenes.com)

## **Work Experience**

### **Designer- Sarbakan game studio**

**March 2021 - Present**

- Goldfish Go-Karts (LiveOps design)
- Unannounced arcade project (Design)

### **Paramedic - Urgences-Santé**

**November 2017 - August 2019**

### **Paramedic - CETAM**

**October 2015 - May 2018**

## **Education**

### **Le Campus ADN - AEC - Level Design**

**August 2019 - July 2020**

- Project Hive (Design)

### **UdeM - Certificate - Law**

**September 2018 - May 2019**

### **Ahunstic college - DEC - SPU**

**September 2012 - May 2015**

## **Technical skills**

**Level Design**

**Game design**

**Unity Engine**

**Unreal Engine 4**

**Sketchup**

**3DS Max**

**Photoshop**

**C#**

**Visual scripting**

## **Personal skills**

**Team player**

**Leadership**

**Communication**

**Dilligency**

**Creativity**

**Humor**

**Professionalism**

## **About me**

**Passionate about video-games. I am an hardworking person always looking to improve. Outside of work, I enjoy spending time with my friends and playing board-games or hockey.**