

SAMUEL DESCHÊNES



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LEVEL DESIGNER

PROFILE

I am an experienced level designer passionate about everything related to videogames. I am proficient with game engines and have some experience using scripting languages. Easy-going and a good team player, I always give my 100% for the project to be the best it can be.

EDUCATION

AEC in Level Design

Le Campus ADN
2019-2020

Certificate of Law

Université de Montréal
2018-2019

DEC in prehospital emergency care

Collège Ahuntsic
2012-2015

SKILLS

- Level design.
- Game Design.
- Unity engine.
- Unreal engine.
- C# scripting.

EXPERIENCE

Designer

Frima | November 2022 - Present

- *Temple Run : Legends (Apple Arcade)*
- *Triangle Strategy (Meta Quest)*

Level Designer

Sarbakan | March 2021 - November 2022

- *NFS Heat : Takedown (Arcade)*
- *Drakons : Realm keepers (Arcade)*
- *Goldfish Gokarts (LiveOps, mobile)*
- *Spidey and his amazing friends : Electrodash (Mobile)*

Paramedic

Urgences-Santé | 2017 - 2019

- *Provide prehospital emergency care.*

Paramedic

CETAM | 2015 - 2018

- *Provide prehospital emergency care.*