

JONATHAN LAROSE



LEVEL DESIGNER

CONTACT

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EDUCATIONS

**Baccalauréat en animation
3D et en design numérique,**
Université du Québec à Chicoutimi,
École des arts numériques, de
l'animation et du design
- Montréal, QC
Sept. 2020 — April 2023

**Diplôme d'études collégiales
en arts visuels,**
Cégep de Sherbrooke
- Sherbrooke, QC
2018 — 2020

**Diplôme d'études collégiales
en Science de la nature,**
Cégep de Sherbrooke
- Sherbrooke, QC
2015 — 2018

RESUME

Bachelor in Video Game Design, I have at least 5 years of experience in level design. My work and game design experiences gave me the ability to develop a very good coordination with my colleagues and an expertise in level design. I am observant and hardworking. I know how to take feedback and adapt my work. Teamwork is no problem. I have an ability to anticipate a player's thoughts and place my levels accordingly. Whether it's managing the dimensions of the rooms, keeping the paths clear while keeping them fun, or considering the work of other artists in order to create a cohesive, contemplative and strategic world.

Link to my Portfolio: <https://jolaroses.wixsite.com/portfolio>

WORK EXPERIENCE

LEVEL DESIGNER

Ubisoft Montreal | Summer 2023 – Present

AAA multiplayer game on the brand of Assassin's Creed.

- Assist and design the foundation of the first layout of the game.
- Closely work with art to fully skin my layout, making clear decisions.
- Create multiple tools to add meaningful gameplay elements.
- Design early game mode to shape our game.

LEVEL DESIGNER INTERN

Bold Spirit Studio – Montreal Remote | Summer 2023

A small indie company, less than 10 workers, Working on a remake project and a sequel project as a level designer.

- Designed layout based on mental illness lore of the game.
- Collaborated with the whole team sharing all my work and thought process.
- Design 2 whole biomes in which the players use different attributes.
- Reinforced the World building with layout intentions.

TEACHING ASSISTANT

UQAC-NAD | Autumn 2022

I made a commitment to guide and help two whole teams in a production course setting for the university.

- For 4 months, I led each team towards a final quality work.
- Observed and assisted in project development and meetings.
- Gave relevant comments that made it possible to homogenize three completely different video games in the same universe.

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LEVEL DESIGNER

SKILLS

| Software

Unreal Engine 4 – 5
Maya
Blender
Substance Painter-Designer
Perforce
Microsoft Word
Adobe Photoshop

SKILLS

| Professional

Attentive - Detailed
Productive – Creative
Collaborator
Resourceful
French – English

WORK EXPERIENCE CONTINUED

SHIPPING/RECEIVER

MESSER - Sherbrooke | Spring 2021 — Summer 2021

One of the largest companies in the world that produces and delivers pure gases used in all fields, whether medicine, food, or industrial companies.

- Receive products, review quality, validate quantities
- Enter information into the computer system.
- Prepare orders and ship products for many local companies.
- Handling of hazardous materials.
- Establish contact with customers by email and calls.

GROCERIE CLERK

IGA Bouchard - Sherbrooke | 2017 – 2020

I started this job as a clerk after about a year, then I was promoted to supervisor and weekend manager.

- Management of employees and products
- Opening and closing of the grocery store
- Receive order deliveries.
- Create a pleasant workspace.
- Training of new employees
- Use of manual and electric pallet trucks.

HOBBIES

DUNGEONS AND DRAGONS ANIME

I own almost all the books and DM multiple campaigns

JAPANESE ANIME

I listened to over 8000 episodes across 250+ series.

VIDEO GAME

I love exploration games, like the Assassin's Creed franchise.

I like to organize the levels according to guide the player.

I am skilful in Souls Game and Rocket League.

OUTSIDE

I like to take spend time outside.

I love nature, taking hikes in the mountains.

Visit the world. I traveled to Ireland, Florida.