

Philippe Sylvestre

Level Designer

Details

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Portfolio:
www.philippesylvestre.com

Technical Skills

- Unreal Engine 5
- Blueprint Visual Scripting
- Unity
- C#
- Autodesk 3DS Max
- SketchUp
- Photoshop
- Office suite

Soft Skills

- Communication Skills
- Teamwork
- Problem Solving
- Creativity
- Adaptability
- Leadership

Languages

- French
- English

Summary

My passion for video game development comes from the endless possibilities I have to offer players the most memorable moments.

As a Level designer, I fundamentally believe that the success of a project is based on teamwork and communication above all. My hard work, my problem-solving approach as well as my strong interpersonal skills make me an excellent team player.

I am a creative person who's not afraid to question his designs. I put a great importance on feedback to continuously improve my work. I am looking for a stimulating work environment where I can flourish and develop my skill set even further.

Experience

Level Designer, Unannounced IP
New World Interactive, Calgary
April 2022 – Today

Level Designer, Shadow's Light
3Mind Games, Montreal
June 2021 – April 2022

Level Designer, The Huntress
Campus ADN, Montreal
January 2021 – July 2021

Independent projects

Game designer, Left for chores
1st Place VGDC Game Jam
November 2021 – November 2021

Game Designer, Host
Game Jam
December 2020 – January 2021

Education

AEC Level Design
Aug 2020 – July 2021

Campus ADN Montreal

Bachelor Degree: Marketing Université du Québec à Trois-Rivières
Sept 2014 – April 2017