ANDY JASPER
Level Designer | Game Designer

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Profil

Multidisciplinary game designer with 2+ years of experience in video game development looking for new technical and creative challenges. With multiple projects under my belt as a designer, I feel ready and eager to collaborate with a passionate team and bring my skills to bigger creative endeavors.

Summary of skills

- **2+ years** in **Game Design and Level Design** in **Unreal Engine**
- Development of **complete projects** (**Game Jams**) with **Unreal Engine** as Designer
- **Industry experience** as an Embedded Quality assurance at **Gameloft**
- **Academically trained** as a **Game & Level Designer**
- **Bilingual**

Video game development projects

https://www.andyjasper.com/

Tales of an Interview – Game developed with Unreal Engine   2021

- Responsible of the Game Design in a Third Person game
- Responsible of the Level Design for 3 complete levels found in the game
- Design and implementation of quests and dialogues (narrative design)
- Collaboration and teamwork with 3 other Designers

Pawned – Game developed with Unreal Engine (Game Jam)   2021

- Lead Game Designer for a third person action game
- Design and implementation of artificial intelligence
- Design and implementation of the inventory system and game economy
- Project management and distribution of tasks
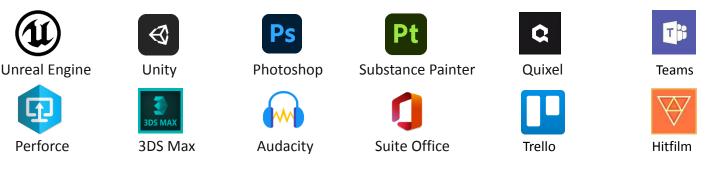
Professional experiences

Embedded Quality Assurance – Gameloft   Current Position

- Direct collaboration with programmers and game designers
- Take charge of creative decisions while considering their technical impacts
- Drafting and design of documents describing the technical impacts of the systems
- Preservation of the creative vision through the various stages of production
- Project management and distribution of tasks across team members

Academic background

AEC – Game and Level Design (LaSalle College)   2020 - 2021

Studies in multimedia integration – (Maisonneuve College)   2018

Software

Unreal Engine	Unity	Photoshop	Substance Painter	Quixel	Teams
Perforce	3DS Max	Audacity	Suite Office	Trello	Hitfilm

Interests

- Design Psychology
- Prototyping game mechanics
- Prototyping levels

- Fitness
- Cuisine
- Musical Instruments