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SIMON "HAPPY" L'HEUREUX

LEVEL DESIGNER

PORTFOLIO

SKILLS

- Unreal Engine
- Unity Engine
- Maya
- Jira
- Blueprints
- C#
- Perforce
- Twine

STRENGTHS

- Teamwork
- Communication
- Problem solving
- Adaptability
- Iterative process

MORE EXP

- Airsoft map designs
- Esports Exp.
 - Player & Coach
 - Event coordinator
 - Tournament Organizer

INTERESTS

- History
- Mythology
- Travel Photography
- Esports events
- Paintball / Airsoft
- Street food

PROFILE

Passionate level designer with a **strong work ethic** and attention to details. I **thrive on challenges** and my experience in leadership positions gave me the tools to **solve problems** and **adapt quickly under pressure**. I am **thrilled** to embark on this new journey and **learn** as much as I can from different **creative** minds.

EDUCATION

Level Design (AEC)

Campus ADN

2022 - 2023

PROJECTS

Lead Level Designer (Student project)

Campus ADN - Protocole Hedera

- Communicate with other departments
- Define the macro level design vision
- Create documentation (RLD, LDD, UX)
- Collaborate on 2 different levels
- Assist the team in their level iterations

EXPERIENCE

Private Chef

Self-employed

Catering Service

2012 - 2022

- Communicate with clients
- Create within constraints
- Organize & manage events

Chef

No.900 Boisbriand

Restaurant

2017 - 2020

- Lead a team of 20+ employees
- Delegate tasks on a daily basis
- Hire & train new staff members