



SIMON "HAPPY" L'HEUREUX

LEVEL DESIGNER

PORTFOLIO

SKILLS

- Unreal Engine
- Unity Engine
- Azure DevOps
- Confluence
- Blueprints
- C#
- Perforce
- Maya/3dsMax

STRENGTHS

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

MORE EXP

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

INTERESTS

- Narrative writing
- World building
- Travel Photography
- Esports events
- Paintball / Airsoft Coach
- Street food

PROFILE

Driven level designer with a strong work ethic and attention to detail. My skill set is focused on world design and the craft of building immersive worlds. I thrive on challenges and adapt quickly under pressure.

Always willing to learn as much as I can from different creative minds to develop my skillset as a Level Designer.

EXPERIENCE

Eidos-MTL

- World Design specialization
- Eidos New IP & Co-Dev Experience
- Macro & rational level design

Level Designer Feb. 2025 - Now
Unannounced Project

Level Designer 2023 - 2025
FABLE

Private Chef Treize Traiteur
Self-employed 2012 - 2022

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

EDUCATION

Lead Level Designer Campus ADN
Protocole Hedera 2022 - 2023

- -Communicate with other departments
- -Collaborate on 2 different levels
- -Define the macro level design vision
- -Create documentation (RLD, LDD, Tracking)