FRANÇOIS PELLET
level designer

contact

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[Portfolio](#) - [Linkedin](#)

Permanent residency
References upon request

skills

Unity: Advance usage (inner working knowledge)

Sketchup: Advance usage (3D blockmesh, level design prototyping)

Unreal Engine 4: Intermediate usage (macro structure building)

InDesign / Photoshop: Advance usage (Mock-up/2D level layouts)

C#: Novice usage (logic code understanding and learning)

Perforce P4V: Intermediate usage for remote production (version control)

education

2019 - 2020
AEC in Level Design
Campus ADN (Montreal, Canada)

2011 - 2013
Master degree in Cultural Tourism
Paris 1 Panthéon-Sorbonne (Paris, France)

2006 - 2009
Bachelor degree in Archeology and history of art
Paris 1 Panthéon-Sorbonne (Paris, France)

experiences

Level designer
Campus ADN / mar - july 2020
Hive, graduation project

- Game design: setting the ingredients behaviors and metrics
- Preproduction: building level design prototyping tools (SketchUp)
- Level Design: building the 3D blockmesh of the 5th level, introducing a new enemy, designing new platforming patterns, setting the level art guidelines

Graphic designer / content writer
Self employed / 2017-2020
Media industry

- pitch document design
- brand identity
- pitch document content creation
- screenplay script-edition

Event coordinator
Old Port, Montreal (Canada) / may-sept 2019
Recreation site

- liaison with venues to successfully deliver event requirement
- find resources to help clients to make decisions about their event
- assist with managing on-site production and clean up for events
- complie with Old Port policies and procedures

Coordinator, business development
St Laurent TV, Montreal (Canada) / feb 2016 - april 2019
TV and web production company

- content production (narrative bible, characters, *pacing*, *script edition*, graphic design, marketing strategies)
- development deadlines follow-up
- funding research (Sodec, CALQ, FMC, Telefilm, Bell Funds, Cogeco Funds, TV5 Funds, FIP, tax rebate)
- assist the producers (production and postproduction management, administration)