

HÉLÈNE POULIN

• Level designer •

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ABOUT

I am a team player, a passionate, organized and positive person. My various professional experiences taught me the importance of communicating my ideas concisely and precisely.

EDUCATION

2019 - 2020 • **Campus ADN (AEC)** -
Level Design

2011 - 2014 • **Université de Sherbrooke** -
Baccalauréat en Communication,
rédaction et multimédia

WORK EXPERIENCE

2020- **Level Designer | Creative Director**

Present BIOMORPH, unannounced projects - Lucid Dreams Studio

- Create and review levels to ensure they align with the creative vision
- Design main and side quests
- Design enemies, bosses, and core gameplay systems
- Write and maintain project documentation on Notion
- Lead the creative team (level designers, musicians, writer and playtesters)
- Collaborate on the design of various game types

2020 **Level Designer**

Project DreamWatcher - Campus ADN

- Create a Metroidvania level while respecting design intentions
- Design and document enemies and NPC
- Write NPC's dialogues
- Program C# ingredients and integrate FX
- Collaborate remotely with level designers, level artists, animators and scripters
- Supervise different playtests

2013- **Communication agent**

2019 Université de Montréal • Misencil • SOS Odeurs

- Manage student teams during recruitment events
- Write and revise different texts and sales tools
- Create a content calendar and deploy it on social networks
- Manage digital advertising campaigns (social networks, Google Ads)

SKILLS

Level Design
Game Design
Narrative Design
Integration (C#)

TOOLS

Unity
Sketchup
Notion
Jira
Plastic SCM

LANGUAGES

French
English