ANTOINE LADOUCEUR

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PROFILE

> Level Designer and Scripter passionate about action and stealth gameplay experiences.
> Ability to script reusable systems in order to accomodate very interative level design process.
> Ability to script A.I. systems in Unreal Engine 4 using behaviour trees.
> Aptitude and passion for learning anything technical (software, scripting, tech art...).
> Loves retro science fiction (especially Alien and Star Wars).

SOFTWARE SKILLS

Software	Scripting Skills
> Unreal Engine 4 (strong understanding)	> UE4 Blueprint (strong understanding)
> Unreal Development Kit	> UDK Kismet
> Maya	> Unity C#
> Unity	> C
> SVN	> GML
> Microsoft Office, Google Docs, Illustrator	> Actionscript 3
> Mantis Bug Tracker	

PERSONAL GAME PROJECTS

The Test : A Bioshock Level (Unreal Engine 4 - Single Player Action- Windows PC)
Roles : Level Designer, Scripter and Environment Artist

> Designed the progression flow and the different beats on paper before production and actively sought criticism from peers.
> Programmed the entire game using UE4's Blueprint (focused on reusability: inheritance and function libraries). Scripted in a way that is easy for designers to balance gameplay ingredients.
> Programmed "guard bots" and turrets using a mix of Behavior Trees and Blueprints.
> Did technical animation in order to provide feedback to the Player (rerouting skeleton root, retargeting animation to different skeletons and used animation caches to apply selective blends to models).

Deathmatch Neoparis (UDK - Free-For-All Deathmatch - Windows PC)
Roles : Level Designer and Environment Artist

> Created a fast close quarters deathmatch experience from concept to completion.
> Greyblocked in UDK to prove out gameplay and iterate on it rapidly.
> Held frequent playtesting sessions and applied feedback.
> Meshes, UVed and Lightmapped the entire level in Maya using modular and unique pieces.
> Created advanced master material with options for vertex painting.

Station 1 (Unreal Engine 4 - Asymmetric Multiplayer Online Survival Horror - Windows PC)
Roles : Technical Level Designer and Team Lead [student team]

> Created the original concept of the game and maintained documentation.
> Scripted networked gameplay through Blueprint.
> Implemented the Steam API and basic functionality for clients to join and create sessions
  over the Internet.
> Acted as a technical artist to ensure the game would run on outdated graphics cards (limit
  draw calls, optimized lighting).
> Worked with programming, art and design to ensure maximum quality.
> Acted as the "Go To" person for anything related to Unreal Engine 4.

WORK EXPERIENCE

Source Music Composer on Supernatural (Warner Bros. Entertainment Group of Companies)
Dates : September 2011 to October 2011 and November 2012 to December 2012

> Collaborated with the director in order to create atmosphere music that would be
  incorporated in a scene (Supernatural season 7 Ep. 5 and season 8 Ep. 12).
> Respected deadlines and delivered quality assets.

EDUCATION

The Art Institute of Vancouver - Game Art & Design (July 2013 - July 2015)

> Trained in level design, visual/text scripting and documentation for games.
> Obtained Game Art & Design Diploma, Dean's Honor Roll twice, President's Honor Roll and
  the "Best In Show" award given to the best portfolio amongst graduating students of a program.