

Emmanuelle Omann

Level Designer



Quebec city, Canada



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PROFILE

I am a *Level designer* who has been working in the industry for over 3 years. I have worked on multiple video game projects including one that was published on the *Playstation store* in 2022. I am responsible for creating exciting and unique levels that enhance the gameplay experiences. I enjoy developing games with a passionate team that works towards elevating the project together. My creative problem solving and analytics aptitudes brought many new ideas to the games that I helped design throughout the years.



WORK EXPERIENCE

Meta4, Montreal — Level Designer

(2020-2024)

My responsibilities:

- ❖ Creating and writing Design documents.
- ❖ Creating and greyboxing levels.
- ❖ Prototyping interactive Game moments in levels.
- ❖ Balancing the enemies and the economy of the games.
- ❖ Creating and organizing Playtest sessions with feedback forms.
- ❖ Reviewing gameplay systems to have a more coherent gameplay experience.

Keywords Studios, Montreal — QA Tester

(2019-2020)

My responsibilities:

- ❖ Writing detailed bug reports.
- ❖ Completing tasks required in an efficient manner.
- ❖ Testing on different platforms such as: Android, IOS, Mac, PC, PS4, Xbox1, Oculus Rift S and Oculus Quest.



SKILLS

- ❖ Leadership
- ❖ Problem solving
- ❖ Teamwork
- ❖ Takes initiative
- ❖ Strong desire to learn and improve myself



SOFTWARES

- ❖ Unity Engine
- ❖ Unreal Engine
- ❖ Basic knowledge of C#
- ❖ Basic knowledge of C++
- ❖ Visual programming (Bolt and BluePrints)
- ❖ Adobe Photoshop
- ❖ 3DS Max
- ❖ Jira & ClickUp
- ❖ Confluence



EDUCATION

College LaSalle, Montreal — AEC Game and Level Design

(2019-2020)

Courses on developing video games such as game and level design, programming and more.



LANGUAGES

- ❖ French
- ❖ English