

# ALEXIS BRIEN

## LEVEL DESIGNER

PORTFOLIO : [ALEXISMAURICE.COM](http://ALEXISMAURICE.COM)

## PROFILE

I combine narrative, architectural vision, and mood to create playable spaces that are fun, unique, and allow for emerging narratives.

Comfortable working alone and with others, I understand the importance of teamwork in any creative venture.

People describe me as highly creative.

## GET IN TOUCH



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Montréal, QC  
H2S 2S6

## SKILLS

UNREAL 5 ●●●●●

UNITY ●●●●●

TWINE ●●●●●

PERFORCE ●●●●●

MAYA ●●●●●

PHOTOSHOP ●●●●●

CREATIVITY ●●●●●

TEAMWORK ●●●●●

STORYTELLING ●●●●●

STRESS ●●●●●

## HOBBIES

Gaming | Music | DJing

## WORK EXPERIENCE

### ● Protocole Hedera - Campus ADN

2023

Level Designer, Narrative Designer

- world building & backstory
- creating & pacing of lore collectibles
- creating a memorable ending
- subverting player's expectations

### ● Veux-Tu Une Bière?

2013 - 2022

Craft beer consultant

- understanding customers' needs
- finding the right product or an appropriate alternative
- responsible for social media accounts

### ● CBC/Radio-Canada

2008 - 2013

Assistant editor, Postproduction

- learning & using multiple software
- quality control

### ● CEGEP Rosemont / Marie-Victorin

2008-2010

Audiovisual technician

- equipment rentals & video montage suite support

## EDUCATION

### ● Campus ADN, Montréal

2022 - 2023

AEC in Game Level Design

- producing design docs
- storytelling through architecture
- guidance & keeping players in the flow state
- production of a game in 15 weeks in Unity

### ● La Cité Collégiale, Ottawa

2006 - 2008

TV Production

- from studio lighting to editing