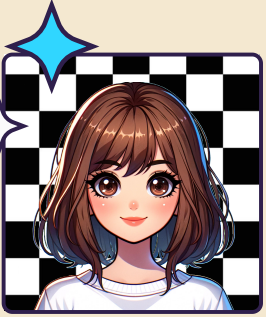


LÉA-ROSE GAGNON



Profile

I am a **Level Designer** with extensive expertise in Unity's C# and Unreal's Blueprints, complemented by a strong passion for architecture. Known for my logical and organized approach, I work in a **goal-oriented manner**. I thrive in **large-scale projects**, where I **actively learn** from teammates to enhance my skills and knowledge.

Contact

Email

ld.learosegagnon@gmail.com

LinkedIn

/lea-rose-gagnon

Portfolio

<https://learosegagnon.ca/>

Education

2023 - 2024 Campus ADN

Level Design & Technical Design

2022 - 2023 Campus ADN

Sound Design & Scripting

2021 - 2022 Collège Laflèche

Marketing, communications and public relations

Game Jam

Montreal Game Jam 2023 at L'ÉTS.

Level Designer and programmer on a RogueLite deck builder.

Our amazing team, now known as Hungry Cats Games, won an award for originality and art. What an incredible experience!

[/AtomicMayhem](#)

For Fun

Volunteer at LGBTQ2+ events.
Cosplaying at Cons.
Volunteer at various events, filming and video editing.
Volunteer Graphic Designer at X-Alliance Association Sportive.
<https://www.x-alliance.org/>

Hard Skills

Unreal Engine 5 | Unity 5
Greyboxing on Unity | Unreal Maya | Blender
Unity's Netcode, Relay, Lobbies
Unreal blueprints | Unity c#
Adobe Photoshop | Adobe AE
Excel | LDD | RLD | GDD
Git | Perforce

Experience

>>> Level Designer | Campus ADN

April 2024 - July 2024 - Equinoxe

As part of the level design team, I contributed to a large-scale 3D platformer production in Unreal Engine. As a team we created level and game design documents, collaborated with animators and level artists, and developed reusable Blueprints. I created one unique level, including its initial blockout and 2D design. [/Equinoxe](#)

>>> Programmer and Level Designer | Hungry Cats Games

November 2024 - April 2024 - Mole Royal

At Hungry Cats Games, I developed gameplay systems, UI/UX, and multiplayer with Unity's Lobby Services, Relay, and Netcode in C# and six unique maps, collaborating with our sound designer and external designers. Our talented team successfully published our first commercial game on Steam! [/Mole_Royal](#)

>>> Audio Integration and Programmer | Campus ADN

April 2023 - July 2023 - Protocole Hedera

Audio Programmer on Protocole: Hedera. As part of the audio integration team, we collaborated across departments to design and implement a cohesive code architecture for seamless audio integration in Unity C#. [/Protocole_Hedera](#)

Soft Skills

Time management | Efficient scheduler
Problem-solving | Critical analysis
Green Personality
Logically driven | Resilient
Colorful | Enthusiastic | Bubbly
Socially versatile
Extroverted introvert

Fast travel
to my
portfolio >>>>

