

# FRÉDÉRIKE LECLERC

TECHNICAL LEVEL DESIGNER

## CONTACT

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## SKILLS

**Unity**..... Intermediate  
**Unreal 4**..... Beginner  
**Visual Studio**... Intermediate  
**Twine**..... Beginner  
**Hammer**..... Intermediate  
**Git Hub**..... Intermediate  
**Perforce**..... Intermediate  
**Office 365**..... Intermediate

## QUALITIES

Diligent  
Organize  
Meticulous  
Resourceful  
Social/Teamwork  
Efficient  
Punctual

## SPOKEN LANGUAGES

**French**..... Native language  
**English** ..... Fluently

## ACTIVITIES

Video games  
Read  
Crochet/Knitting  
Organization/Planning

References on request

## PROFILE / OBJECTIVE

Creator of video games with an attraction for level design, game design and quest design. Looking for new knowledge to sharpen my skills. A hard worker who advocates teamwork, communication and organization. Good understanding of the more technical aspects related to programming. My goal is to convey to the players an experience equivalent to the fun and passion poured out by the team during production.

## PROFESSIONAL EXPERIENCE

### PROGRAMMER – CAMPUS ADN/MONTREAL SPIRITS' CREEK - PC

April 2022 – July 2022

- Programming the enemy's state machine
- Programming ingredients/mechanics
- Documentations and explanations for level designers

### QA (INTERNSHIP) – SAUPOD STUDIO/MONTREAL MIRADOR - PC

April 2019 – July 2019

- Test different aspects of the game
- Report writing
- Communication with departments

### SUPERVISOR – PHARMAPRIX/MONTREAL

January 2015 – December 2021

- Training of cashiers and floor clerks
- Tasks management and communication
- Customer service

## FORMATIONS

### AEC – LEVEL DESIGN

2022

Campus ADN - Montreal

### DEC - TECHNIQUE DE L'INFORMATIQUE, SPÉCIALISATION EN INFORMATIQUE DE GESTION

2019

Collège Ahuntsic – Montreal