ALEXANDRE BEAUMONT

LEAD LEVEL DESIGNER

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EXPERIENCE

Lead Level Designer • **Eidos Montréal** • 2023 – 2026

- Managed a team of up to 15 level designers depending on the production phase (unannounced AAA project)
- Follow-up on 10 main story chapters and 12 side quests based on narrative characters in an open world map
- Follow-up on 60 instances of open world activities, based on exploration, traversal and combat thematics
- Responsible for sprint planning and backlog management for the level design team
- Mentoring, work review, and overall progress tracking
- Established level design workflows, defining tools and features needs with the technical team
- Assisted the team with integration and debugging of various content, engine hands-on

Lead Level Designer / Senior Level Designer • **Reflector Entertainment** • 2017 – 2023

- Managed a team of 6 level designers on the UNKNOWN 9: Awakening project
- Follow-up on 13 linear levels with the team
- Creation and implementation of 2 levels hands-on, from design to final polish (Chamiri City and Jungle)
- Responsible for sprint planning, backlog management, and progress tracking with the team
- Prototyped various gameplay situations to define the project in collaboration with directors

Senior Mission and Quest Designer • **Ubisoft Québec** • 2014 – 2017

- ASSASSIN'S CREED ODYSSEY – Design of main quests and side quests
- FOR HONOR – Design of 2 solo missions: The Blackstone Legion (Knight) and Honor (Samurai)
- ASSASSIN'S CREED SYNDICATE – Design of 2 missions: Freedom of the Press and Breaking News

Level Designer • **Ubisoft Montréal** • 2007 – 2014

- FAR CRY 4 – Design of 3 exotic missions + DLC in collaboration with Ubisoft Shanghai
- ASSASSIN'S CREED 3 – Placement of parkour and gameplay ingredients in Boston and New York
- SHAUN WHITE SKATEBOARDING – Design of the exotic level 'Escape the Ministry'
- SPLINTER CELL CONVICTION – Design of the level 'Diwaniya, Iraq' (flashback mission)
- CLOUDY WITH A CHANCE OF MEATBALLS – Design of 3 levels – placement at Ubisoft Shanghai
- SHAUN WHITE SNOWBOARDING – Gameplay implementation on the Alaska mountain
- RAINBOW SIX VEGAS 2 – Design of 2 solo levels 'Convention Center part 3 and part 4'
- ASSASSIN'S CREED REVELATIONS and AC UNITY – Additional level design

Quality Assurance Team Lead • **Gameloft Montréal** • 2004 – 2006

- Quality assurance team lead for mobile phone games
- Daily management of a team of 6 to 8 testers
- Bug triage, validations, link with developers

EDUCATION

AEC LEVEL DESIGN • 2006–2007 • Campus Ubisoft
DEC PHOTOGRAPHY • 2000–2003 • Cégep de Matane

PRODUCTION SKILLS

- Sprint planning and backlog management for the level design team
- Progress tracking with level designers, alignment with direction
- Quest and Mission design
- Layout design
- Rapid gameplay prototyping
- General scripting (narrative, scripted events, progression, etc.)
- Level design and production, from paper design through to final polish/debugging
- Close collaboration with other departments (art, narrative, animation, programmers, VFX, audio, etc.)
- Mentoring and positive leadership
- Bilingual in french and english

SOFTWARES & PLATFORMS

- Unreal Engine 5 and Blueprint
- Various visual scripting tools
- 3DS MAX
- Blender
- SketchUp
- Photoshop
- Jira
- Office Suite

PORTFOLIO: WWW.ALEXANDREBEAUMONT.CA