

# ALEXANDRE BEAUMONT

## LEAD LEVEL DESIGNER & PRINCIPAL DESIGNER

[www.alexandrebeaumont.ca](http://www.alexandrebeaumont.ca) | Montréal, Canada | 438-502-5910 | alexandre.beaumont@gmail.com

### EXPERIENCE

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

- Managed a team of up to 15 level designers depending on the production phase (unannounced AAA project)
- 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
- Link between the level design team and other departments (technical, animation, art, narrative, VFX, etc.)
- 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
- Responsible for sprint planning, backlog management, and progress tracking with the team
- Prototyped various gameplay situations to define the project in collaboration with directors
- Creation and implementation of 2 levels, from design to final polish (Chamiri City and Jungle)

#### Senior Level 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

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**AEC LEVEL DESIGN** • 2006–2007 • Campus Ubisoft

**DEC PHOTOGRAPHY** • 2000–2003 • Cégep de Matane

## PRODUCTION SKILLS

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- Sprint planning and backlog management for the level design team
- Progress tracking with level designers, alignment with direction
- Layout design and iteration
- 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
- Bilingual in french and english

## SOFTWARES & PLATFORMS

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- Unreal Engine 5 and Blueprint
  - Various visual scripting tools
  - 3DS MAX
  - Blender
  - SketchUp
  - Photoshop
  - Jira
  - Miro
  - Office Suite
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PORTFOLIO: [WWW.ALEXANDREBEAUMONT.CA](http://WWW.ALEXANDREBEAUMONT.CA)