ERIC NOVOSAD
Level Designer

ld.eric.novosad@gmail.com
Portfolio: https://www.ericnovosad.com/
LinkedIn: www.linkedin.com/in/eric-novosad-ld

Technical Skills

Unreal Engine 4 & 5
Perforce
Jira
Confluence
Sketchup
3DS Max
Image and Video Editing

Experience

Level Designer
Feb 2021-

TLM Partners Inc. - Full Time
Projects :

Ascendant Studios
Jan 2022-Aug 2023

Project: Immortals of Aveum - Unreal Engine 5
- Ownership of one main level and two mini-dungeons.
- Implementing narrative events.
- Setup "Fly and Talk" throughout level.
- Handle objectives, markers and breadcrumbs.
- Modify/Create layouts.
- Conceive encounter design.
- Debugging

WB Games Montreal
Apr 2021-Oct 2021

Project: Gotham Knights - Unreal Engine 4
Missions Team

TLM Partners Inc.
Feb 2021-Apr 2021

Project: Sensorium Galaxy - Unreal Engine 4
VR Experience

FQA Tester
Nov 2020-Jan 2021

Warner Bros. Games - Full Time
Project: Hogwarts Legacy

Level Designer
Apr 2020-Jul 2020

Campus ADN - Full Time
Project: Dream Watcher - Unity
Type: 3D Platformer - Metroidvania

Education

GameDev.TV
March 2023

Unreal Engine 5 Blueprints: First Person Shooter (FPS)
   Learn how to make an FPS using Unreal Blueprints.
   The entire course uses Unreal Engine 5

Udemy
Sept 2020

Unreal Engine Blueprints for Game Developers

Campus ADN
2019-2020

Level Design (AEC)
Perform tasks and learn skills relevant to the profession of Level Designer.
Acquire practice and technical knowledge regarding various game editors and tools.

Université du Québec à Trois-Rivières
2003-2006

Leisure and Recreational Studies (Bachelor Degree)

Hobbies

Video games
Graphic novels
Super hero stuff
Board games