

ASSADI BOURA

LEVEL DESIGNER

I like to design **exciting challenges** for **players** and **new worlds** to **discover**.



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EDUCATION

AEC LEVEL DESIGN.....Campus ADN, Qc 2024-2025

- CAPSTONE PROJECT – CURYEUX
 - **Greyblock** walkable
 - Implementation **scripted event**
 - Adding **gameplay** with **ingredient**
 - Reception de **playtesteurs** et **itération**
 - **Partenariat** avec des **Level Artistes**
- LEVEL DESIGN
 - Map 2D; Greyblock; integrate Gameplay; Iteration
- ARCHITECTURE
 - Reference research; LDK; narrative evolution
- BLUEPRINT
 - Timeline; Interfaces; Event Dispatcher; Function
- GAME DESIGN

ILLUSTRATOR – COMIC BOOK ARTIST...Ligne & Formation, Fr 2015-2019

DEC MECHANICAL ENGINEERING TECHNOLOGY

- 3D DESIGN AND REALISATION.....Léonard de Vinci, Fr 2012-2014

EXPÉRIENCES PROFESSIONNELLES

MECHANICAL MANUFACTURING.....Lion Electric, Qc 2022-2024

- **Reading** and **analysis** of manufacturing plan
- **Quality** control and **deadlines strict**
- **Teamwork**

SALES REPRESENTATIVE.....Alliantce Fr 2016-2017

- Customer service

INDUSTRIAL DESIGNER.....Sarrade Construction Fr 2014-2015

- Application of the specifications
- **3D design** of the parts

SKILLS

- Unreal Engine
- Perforce
- Miro
- Maya
- Illustrator
- Photoshop
- Office 365
- Notion

PERSONNALITY

- Passionate
- Creative
- Curious
- Diplomat
- Respectful
- Patient
- Analytical
- Open-minded

INTEREST CENTRER

- Running
- Comic strip
- Drawing
- video game