

EMILE VEILLETTE

GAME DESIGNER & LEVEL DESIGNER



EXPERIENCE

TOBAFEU STUDIO

LEAD GAME
DESIGNER / LEAD
LEVEL DESIGNER

ROYAL VERMIN

- Designing, creating and polishing every level in the game. From Sound to VFX, from fog to color theory & from playability to playtesting.
- Finding a vision for the game with it's initial premise. Game Designing systems that enhance the experience.
- Finding marketing strategies and analyzing data.

JAN 2024 -
NOV 2025

UBISOFT COMPETITION

GAME DESIGNER /
LEVEL DESIGNER

D.R.E.A.M

- Winner 2023 of the category "Best creativity and implementation of the theme"
- Organizing ideas and finding the one's to focus one.
- Create the world the game takes place in and create the multiple levels needed.
- Editing and recording of the tutorial video.

JAN 2023 -
APR 2023

UQAC UNIVERSITY

LEARNING ABOUT GAME
DESIGN, LEVEL DESIGN,
GAMEPLAY PROGRAMMING
AND FILM MAKING.

PROJECTS



AUG 2021 -
APR 2024

[HTTPS://WWW.YOUTUBE.COM/WATCH?
V=LX9RBVPTIGW&T=1S](https://www.youtube.com/watch?v=LX9RBVPTIGW&T=1S)

[HTTPS://WWW.YOUTUBE.COM/WATCH?
V=EZT8AAK7HK](https://www.youtube.com/watch?v=EZT8AAK7HK)

CEGEP OF SHERBROOKE

DEC IN SCIENCE,
COMPUTER SCIENCE AND
MATHEMATICS.

LEARNING

- Learning C++, C#, and Java.
- Creating mobile applications and Unity prototypes.

AOÛ 2018 -
MAI 2021

GAME JAMS



WONDERJAM HIVER 2023
<https://www.youtube.com/watch?v=02Xoa17jhBw>



SOCIALS



WWW.EMILEVEILLETTE.COM



EMILEVEILLETTE@ICLOUD.COM

TESTIMONIALS

Working with Emile was honestly a really good time. He brought a ton of creativity, cared a lot about the player experience, and somehow always had the perfect reference, from old classics to weird little underground gems way before his time.

He takes feedback super well, isn't precious about his ideas, but still knows when something is good.

He's the kind of teammate who makes the project better and the room funnier. Also, he's damn good at Royal Vermin, a hardcore gamer at heart who genuinely cares about others.

**GABRIEL LEBRETON: TOBAFEU
STUDIO**

"Émile is like pizza: he makes
everyone agree during
production "

HUGO MORA : TOBAFEU STUDIO

SKILLS



ENGLISH



FRENCH



C#



C++



3D MODELING