
Andre Fontaine

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SUMMARY

Passionate and self-taught Level Designer with experience in Unreal Engine, dedicated to creating immersive gaming experiences. Over a year and a half of hands-on learning in game development, with a strong focus on level design, environment building, and gameplay mechanics. Adept at problem-solving, teamwork, and adapting to new challenges. Looking for an opportunity to contribute to a game development team while continuing to grow as a designer.

GAME DEVELOPMENT EXPERIENCE

Independent Level Designer

2023 - PRESENT

- Designed and built levels in Unreal Engine, focusing on player engagement and flow
- Developed game mechanics using Blueprint scripting to create interactive environments
- Collaborated with a volunteer studio, working with other designers and developers on projects
- Created assets and optimized levels for performance and smooth gameplay
- Researched and implemented industry best practices for level design and environment storytelling

PROFESSIONAL EXPERIENCE

Xplore Inc. - *Technical Support & Customer Relations*

June 2022 - Present

- Provided front-line technical support and troubleshooting for internet and phone services
- Assisted customers with billing, account management, and service upgrades
- Maintained up-to-date knowledge of company products and services

The Mobile Shop - *Sales Manager & Operations Coordinator*

October 2016 - June 2022

- Led a retail team, overseeing sales and customer service operations
- Trained staff and managed inventory across multiple mobile carriers
- Assisted the district manager in operational tasks and managed store improvements

AWARDS

- Top Sales Associate - Koodo Mobile & TELUS (2018)