



# Vincent Laforest

## Game & Level Designer

Over **10 years of experience** crafting highly polished gameplay experiences of various genres and types. My attention to detail, ease of communication, multidisciplinary knowledge and creative problem solving skills makes me a strong asset in any project.

Since childhood, my passion of video games and desire to constantly learn and improve is always driving me to create memorable, fun and frictionless moments for the players.

## Experience

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### Outerminds

2017-2024

#### Game & Level Designer

- **Turbo Kid:** 2020-2024 (premium PC)
- **PewDiePie's Pixelings:** 2019-2020 (mobile free to play)
- **H3H3 Ball Rider:** 2018-2019 (mobile free to play)

**Game design** work included: writing wiki style documentation, testing, adjusting and reviewing features for character gameplay mechanics, enemies and bosses, gameplay objects, in-game resources and currency balancing, difficulty progression systems, stats databases.

**Level design** work included: 2D tiled or vectorized layouts, use and review level design tools, map sketches and mock ups, RLD tables, conduct and analyze playtests, procedural level generation rules and setup, level design reviews, design and integrate quests with Playmaker, mini-games and cutscenes.

All games received positive ratings of **90% and higher**.

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### Compulsion Games

2015-2016

#### Level Designer

**We Happy Few** (premium PC)

Level design of prologue, tutorial and 15+ levels and scripted NPC encounters, grayboxing with modular pieces, simple 3D models and terrain tools, prototyping and scripting of gameplay objects with Blueprints, cutscene and dialogue integration, adjusting rules of procedural map generator.

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### Keywords Studio

2014-2015

#### Linguistic Quality Assurance

Testing, correcting and bug entry of text and dialogue related issues in French localized games. Started as a junior, then a senior LQA position and then lead of the art and animation part of a team to localize a japanese game.

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### Others

- **Level Designer intern** for *Shine* in Ubisoft's Academia 2013
- **Multimedia team lead** of 5-10 employees at Multiwebcast, a medical conference webcasting company in 2010-2011
- **Film Director intern** for 3D animated segments of "serious" video games documentary "La revanche des jeux vidéos"
- Various **print, graphic and web design** positions in 2004-2009

## Contact

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### Portfolio

[www.vincentlaforest.com](http://www.vincentlaforest.com)

### Phone

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### Email

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## Education

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### NAD-UQAC

Bachelor in 3D animation and digital design for video games

2009-2013

### Édouard-Montpetit cegep

Multimedia & Programming

2000-2003

## Languages

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- French
- English