

# DOMINIC FONTAINE Level designer

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## SKILLS

Unity - Unreal engine - Perforce - Photoshop - SketchUp - Office/Google Drive

- Ability to work in a team and share information
- Ability to manage a creative process from concept to delivery
- Visuo-spatial ability and good understanding of design
- Creative writing skills

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## WORK EXPERIENCE

**HIVE - CAMPUS ADN** - *Level designer and narrative designer*

April 2020 to July 2020, Montreal

- Production of a student video game created in 14 weeks on Unity.
- HIVE is a 3rd person action/platforming game.
- Produced entirely in a work from home context (Covid).

Tasks:

- Created a coherent level aligned with the needs of the blue print (RLD).
- Collaborated in the design and writing of the game's narration.
- Adapted to the ever-changing needs of a very short production schedule.
- Provided engaging and challenging gameplay patterns.

**MONTREAL SCHOOL BOARD** - *Art teacher*

April 2015 to December 2018, Montreal

- Contract teacher, full assignment: *Louis Riel High School*.
- Contract teacher, full assignment: *Eulalie Durocher High School*.
- Contract teacher, part time: *Evangeline High School*.

Tasks:

- Prepare *Learning and Evaluation Situations (SAÉ)*.
- Propose and explain stimulating and original art projects while meeting the requirements of the Quebec Education Program.
- Accompany students in a climate of respect and trust.
- Offer great flexibility and be attentive to students' needs.

**COLLÈGE DUROCHER - CSMB - CSPI** - *Art teacher*

September 2014 to June 2016, greater Montreal area

- Contract teacher, replacement: *Collège Durocher*.
- Substitute teacher in various schools of the *CSDM*, the *CSMB* and the *CSPI*.

## **ATELIER LABOUTIQUE enr.** – *Scenic carpenter (co-founder)*

September 2010 to July 2019, Montreal

- Scenic carpenter and manager, full time: Sept 2010 to Sept 2012.
- Contract scenic carpenter, part-time: 2012 to July 2019.

Tasks:

- Designing and manufacturing furniture and commercial display.
  - Managed client's orders, manufacturing and installation of the product.
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## **TRAINING**

### **CAMPUS ADN** – *A.E.C. Level design*

August 2019 to July 2020, Montreal

Technical and multi-skill training focused on: Game production, Rational game design, level analysis, scripting, narration and architecture.

### **UQÀM** – *B.A. Visual and Media Arts: Teaching*

September 2012 to May 2014, Montreal

Training in arts pedagogy with integration internships in primary and secondary schools.

### **UQÀM** – *B.A. Visual and Media Arts: Creation*

September 2004 to May 2007, Montreal

Training in visual arts focused on studio work and multimedia technologies: videography, photography and sound art.

### **École des métiers d'art de Québec** – *D.E.C Sculpture*

September 2001 to May 2004 2020, Quebec City

Technical training in crafts with a contemporary approach to sculpture: direct wood and stone carving, metal assembly and moulding.

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## **DISTINCTIONS**

**Atelier Laboutique (2010-2019)** Manufacturing furniture projects that have distinguished themselves by their quality of workmanship. For example, the furniture of the *Tempéra* restaurant (Musée national des beaux-arts du Québec). This series of chairs and stools, signed by designer David Gour, was assembled in the workshop under my supervision.

**Sculptural artistic production (2003-2009)** Presented in various solo, duo and collective exhibitions. My work has been rewarded with a bursary for emerging artists, a bursary from Quebec City and a scholarship for excellence (2003 and 2004).

## **LANGUAGES**

French and English, spoken and written.