

JADE LETOURNEAU

SENIOR LEVEL DESIGNER

PROFILE

With 8 years of experience as a Level Designer, I enjoy crafting immersive, narratively-driven experiences that captivate players through richly layered stories and thoughtful design. Detail-oriented and resilient, I approach every project with creativity and dedication.

A successful level is a finely balanced experience where gameplay, narrative, and player guidance harmonize to create both challenge and flow—a space where design and intent resonate with the player's journey.

LANGUAGES

French (Native)
English (Fluent)

CONTACT

WEBSITE:
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WORK EXPERIENCE

2023+

Senior Level Designer

Humanoid Origin, Edmonton (AB)

2021-2023

Level Designer II

Cloud Chamber (2K), Montreal (QC)

2018 - 2021

Level Designer

Ubisoft Saguenay, Chicoutimi (QC)

2017 - 2018

Game Designer / Level Designer

Epsilon Games, Montreal (QC)

2012 - 2017

Graphic Designer, Print Production

CART1ER, Montreal (QC)

2009 - 2012

Graphic Designer/ Multimedia Technician

Groupe TVA (Quebecor Media), Montreal (QC)

EDUCATION

AEC, Level Design (Graduated 2017)

Campus ADN, Montreal

BACC., Graphic Design (Graduated 2009)

Université Laval de Québec, Québec

DEC, Graphic Design (Graduated 2007)

Cégep Marie-Victorin, Montreal

SOFTWARE

Unreal 5 - Perforce - Unity - 3DS Max - C#/C++ - Visual Studio -
Anvil - Illustrator - InDesign - Photoshop