

# AUSTIN MICHAUD

## TECHNICAL LEVEL DESIGNER

### CONTACT

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### SKILLS

- Level Layout & Spatial Design
- Gameplay Asset Rigging
- Visual Scripting & C#
- Environmental Storytelling
- Prototyping & Mechanics Design
- Visual Composition & Set Dressing
- Bug Fixing & Gameplay QA
- Schedule & Task Management

### TOOLS

- Sucker Punch Engine
- Maya
- Unreal Engine 4 & 5
- Unity
- Jira
- Perforce

### EDUCATION

M.S in Interactive Media  
**Florida Interactive  
Entertainment Academy**  
2023 - 2024

B.A in Digital Media  
**University of Central Florida**  
2020 - 2023

### EXPERIENCE

#### **JUNIOR TECHNICAL LEVEL DESIGNER – SUCKER PUNCH PRODUCTIONS** Jan 2025 – March 2026

Shipped Titles: *Ghost of Yōtei* & *Ghost of Yōtei: Legends*

- Owned level layout and gameplay implementation for multiple sections of the Legends Mode Raid.
- Designed traversal, collision, and pathing systems for architectural structures using proprietary engine tools and Maya, ensuring alignment with player metrics and combat standards across Story and Legends mode.
- Developed custom rigging setups for Legends Mode interactable gameplay and environment assets supporting complex breakable behaviors, parkour, navigation, and multiplayer combat scenarios.
- Worked closely with Production to streamline Legends Mode gameplay asset workflows across Art and Design, reducing friction for downstream implementation in Lighting, VFX, and SFX.
- Conducted spatial reviews, resolved pathing/navigation issues, and implemented gameplay fixes to support milestone targets and final polish.

#### **LEVEL DESIGNER – OVERGROWN STUDIOS** *Caesura* | Oct 2023 – August 2024

- Designed and built Mountain Ascension level in UE5, using Landscape and modeling tools.
- Set dressed and implemented lighting for icy and spring weather styles.
- Scripted dynamic puzzles using Unreal Blueprints to change weather, lighting, and materials based on player actions.
- Collaborated with the Narrative team to develop and implement narrative beats and interactions throughout the level.
- Iterated on gameplay from playtest feedback, enhancing engagement and progression.

#### **LEVEL DESIGNER – PERSONAL PROJECTS** *FIEA* | 2023 - 2024

- Designed multiple level layouts inspired by titles such as *Ghost of Tsushima*, *God of War*, & *The Last of Us*.
- Blocked out gray box designs including puzzle systems, combat encounters, and traversal sections.
- Focused on environmental silhouettes and composition, with some set dressing and lighting.
- Built metrics playgrounds to ensure consistent visual language.
- Implemented blueprints for gameplay mechanics and puzzles.
- Tested and iterated based on player feedback.

#### **REGISTERED BEHAVIOR TECHNICIAN – EASTERN FLORIDA AUTISM CENTER** SEP 2016 – JUNE 2021

- Developed data-driven strategies and creative solutions to address complex challenges, improving my ability to approach game design problems with iterative, analytical solutions.
- Collaborated with interdisciplinary teams, refining my communication skills for effective cross-discipline collaboration, a key component in game development.