

AUSTIN MICHAUD

TECHNICAL LEVEL DESIGNER

CONTACT

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🌐 austinmichaud.com

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 LAYOUT DESIGNER – SUCKER PUNCH PRODUCTIONS Jan 2025 – Present

Current: *Ghost of Yōtei: Legends*

Shipped Titles: *Ghost of Yōtei*

- 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 all 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.
- Managed rigging task tracking and inter-team dependencies to ensure high-quality, on-time delivery of gameplay spaces.

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 PROJECT

Mongol Camp (Ghost of Tsushima inspired project) | 2024

- Designed open world combat encounter based on gameplay and level design analysis of *Ghost of Tsushima*.
- Modeled proxy environment assets and sculpted terrain tile in Maya
- Wrote a Python automation script to create a procedurally generated forest surrounding the Mongol Camp.

LEVEL DESIGNER – PERSONAL PROJECT

The Arcade (The Last of Us Part II inspired project) | 2024

- Developed a stealth-based level in Maya and Unreal Engine using the Advanced Locomotion System.
- Set dressed environment using Unreal Engine Store asset packs.
- Documented level metrics and gameplay flow, aligned with *The Last of Us Part II* design principles.

LEVEL DESIGNER – PERSONAL PROJECT

Dragon Encounter (God of War-inspired project) | 2023

- White-boxed a *God of War*-inspired level with modular kits, focusing on combat arenas and storytelling.
- Scripted puzzles and traversal mechanics for dynamic player-environment interactions.
- Researched metrics for *God of War* to create comprehensive metrics playground for testing and iteration.

**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.