

Austin Michaud

TECHNICAL LEVEL DESIGNER

Seattle, WA | 321.505.7978 | austintylermichaud@gmail.com | austinmichaud.com

Experience

Sucker Punch Productions | Junior Technical Level Designer Jan 2025 - March 2026

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

- Designed and implemented level layouts for sections of the Legends Raid, supporting combat, traversal, and encounter flow
- Built traversal, collision, and pathing systems for architectural spaces using proprietary tools and Maya
- Developed custom rigging systems for interactable assets supporting breakables, traversal, and multiplayer gameplay
- Streamlined cross-discipline workflows between art, design, and engineering, improving downstream implementation
- Identified and resolved spatial and navigation issues, implementing gameplay fixes to meet milestone and final polish goals

Overgrown Studios | Technical Level Designer Oct 2023 - Aug 2024

Project: *Caesura*

- Designed a vertical mountain ascension level in UE5, shaping traversal flow and player progression
- Implemented lighting and set dressing to support dynamic weather states
- Scripted dynamic gameplay systems in Blueprints to drive changes in weather, lighting, and materials
- Iterated on level design through playtesting, refining flow, readability, and player experience

Personal Projects | Technical Level Designer 2023 - 2024

- Designed levels inspired by *Ghost of Tsushima*, *God of War*, and *The Last of Us*
- Blocked out layouts for combat, traversal, and puzzle scenarios
- Implemented gameplay systems and puzzles using Blueprints; iterated based on playtest feedback

Education

University of Central Florida, MS 2023 - 2024

Games and Interactive Media | Level Design

University of Central Florida, BA 2020 - 2023

Digital Media | Game Design

Skills & Tools

- Level Layout
- Metrics Design
- Gameplay Asset Rigging
- Prototyping & Mechanics Design
- Visual Scripting & C#
- Schedule and Task Management
- Maya
- Unreal Engine
- Unity
- Jira
- Perforce
- Photoshop