

# AUSTIN MICHAUD

## LEVEL DESIGNER

### CONTACT

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### SKILLS

- Block out development
- Mechanics Prototyping
- Environmental Storytelling
- Layout Development
- Visual Composition
- Lighting & Post Processing
- Level Sequencer
- Materials Editing
- Kit Bashing

### TOOLS

- Unreal Engine 5
- Unity
- Maya
- Visual Scripting (Blueprints)
- C#
- Jira
- Perforce

### EDUCATION

Master of Science in Interactive Media | Florida Interactive Entertainment Academy | 2024

Bachelor of Arts in Digital Media | University of Central Florida | 2023

### EXPERIENCE

#### Level Designer

**Overgrown Studios | *Caesura* – Oct 2023 – Present**

**3<sup>rd</sup> person action-adventure game, Unreal Engine 5, team of 21**

- Owned a level from concept to final layout, developed narrative beats, and scripted interactions using Blueprints.
- Collaborated with artists to design and script a dynamic weather system affecting gameplay and aesthetics.
- Developed and presented Detailed Design Documents for multiple levels.
- Worked with a multi-disciplinary team on gameplay systems and mechanics.

#### Level Designer

**Personal Project | *Alien Base (XCOM 2 inspired project)***

**Turn Based Tactical Strategy game, XCOM 2 SDK, Dungeon Draft**

- Developed XCOM 2 level design layout utilizing Plot and Parcel Procedural Design.
- Blocked out environment in Unreal Engine 5.
- Utilized XCOM 2 SDK Modding tools to research and test plot and parcel design.
- Researched and Analyzed XCOM 2 design principles and Procedural Level Design systems.

#### Level Designer

**Personal Project | *The Arcade (The Last of Us Part II inspired project)***

**3rd Person Action Adventure level focused on stealth, Maya, Unreal Engine 5**

- Researched environments to match geographic scale using Google Maps.
- Blocked out post-apocalyptic environment in Maya.
- Implemented Advanced Locomotion System for platforming and combat in Unreal Engine 5.
- Set up enemy patrol routes and edited AI behavior for stealth and combat.
- Developed environmental narratives to enhance gameplay.

#### Level Designer

**Personal Project | *Dragon Encounter (God of War-inspired project)***

**3rd Person Action Adventure level, Unreal Engine 5**

- Scripted and white-boxed a God of War-inspired level.
- Created environmental geometry using cube grid, kit bashing, and landscape tools.
- Scripted axe-throwing puzzles and movement mechanics.
- Developed chase AI using Blueprints to enhance combat encounters.
- Researched and developed metrics playground aligned with God of War for gameplay testing.