

Austin Michaud

TECHNICAL LEVEL DESIGNER

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Experience

Sucker Punch Productions | Junior Technical Level Designer

Ghost of Yōtei: Legends | Sep 2025 – March 2026

- Designed and implemented opening gameplay spaces for the *Ghost of Yōtei: Legends* Raid, introducing traversal, puzzle, and combat mechanics focused on multiplayer communication, exploration, combat readability, and progression pacing
- Developed and maintained gameplay asset rigging systems for interactive multiplayer content
- Built custom navigation, traversal, and collision solutions for nonstandard gameplay spaces using proprietary tools and Maya
- Conducted level design and technical reviews across story missions, survival maps, and incursions, improving navigation flow, combat readability, and spatial utilization
- Collaborated with environment art, mission design, engineering, and production to improve gameplay asset pipelines, cross-discipline communication, and implementation workflows
- Maintained ownership of Legends gameplay asset rigging and Raid spaces throughout development, iterating on layouts and technical implementation through playtesting and feedback
- Resolved gameplay, navigation, collision, and mission-state bugs across multiplayer content and gameplay systems

Ghost of Yōtei | Jan 2025 – Oct 2025

- Reviewed and implemented gameplay metrics across architectural and environmental assets using proprietary tools and Maya
- Created and maintained collision, navigation, traversal, and parkour systems supporting gameplay readability and player movement
- Maintained and supported modular architectural setups, including gameplay states, environmental variations, and scripted asset behaviors
- Collaborated with mission design and environment art to resolve navigation, traversal, and spatial readability issues across challenge spaces
- Implemented gameplay support systems including camera zones, lighting probes, traversal volumes, and contextual gameplay behaviors
- Implemented custom technical solutions and rigging, protecting culturally sensitive assets from gameplay interactions and environmental damage systems
- Resolved gameplay bugs related to collision, navigation, traversal, mission states, and gameplay asset functionality across single-player content

Shipped Titles

Ghost of Yōtei: Legends (PS5)

Sep 2025 – March 2026

Ghost of Yōtei (PS5)

Jan 2025 – Oct 2025

Caesura (PC)

Oct 2023 – Aug 2024

Paige Turner (PC)

Oct 2021 – May 2022

Skills

- Level Design & Layout
- Metrics Design & Implementation
- Gameplay Asset Rigging
- Collision Modeling
- Visual Scripting & C#
- Prototyping
- Mechanics Design
- Cross-Discipline Collaboration

Tools & Software

- Maya
- Proprietary Engines & Tools
- Unreal Engine (UE5)
- Unity
- Adobe Photoshop
- Jira
- Perforce

Education

M.S. Games and Interactive Media - Level Design | 2024

Florida Interactive Entertainment Academy (FIEA)

B.A. Digital Media - Game Design | 2023

University of Central Florida (UCF)