

# Gaspard Dauvillier

# Game Designer

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## LANGUAGES

French Mother language

English Fluent  
European Level C2

German Intermediate  
European Level B2

## SKILLS

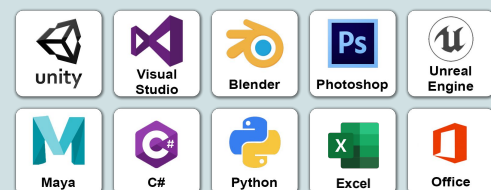
### Social

Leadership ★★★★★  
Teamwork ★★★★★  
Decision Making ★★★★★

### Techniques

Game Design ★★★★★  
Level Design ★★★  
Programming ★★★★★  
3D Modeling ★★★  
Video Editing ★★

## SOFTWARES



## INTERESTS

Role Playing Games  
Dodgeball  
Fitness  
Photography  
Surreal Cinema

## EXPERIENCE

July 2020 Day Camp Teacher  
**Studio XP**  
*Introduction to Unity3D, C++ and Game Art*

July 2020 Busboy  
**Bar Le Stud**  
*Inventory and replenishment of bars at rush hours*

October 2019 Teacher  
**Studio XP**  
*Introduction to video game development, including Unity3D, Infographie 2D & 3D*

## EDUCATION

2020 - 2021 Lead Game Designer  
**ISART Digital Montréal**  
*RNCP Lead Game Designer*  
Game Design, Project Management, School Project to be presented to a jury at the end of the year

2018 - 2020 Game Designer  
**ISART Digital Montréal**  
*AEC Conception des Mécaniques de jeu vidéo*  
Game Design, Level Design, Programming, 3D Modeling, Teamwork, Project Management

2017 - 2018 Advanced English  
**ILSC Toronto**  
*Cambridge Advanced Exam*

# Portfolio

## YOKAI



### School Project in collaboration with artists

Goal	Develop a stealth game in collaboration with a class of learning Game Artists.
My roles	Game Design, Gameplay Programming, Level Design, VFX Programming,
Gameplay	The player explores two versions of the same level, switching from one to another instantaneously by deciding to wear or remove a mask.



## AVALON

### Admission project

Goal	Develop a Game with an interesting navigation system.
My roles	Game Design, Gameplay Programming, Game Art
Gameplay	This game implements a procedural climbing system, making it extremely fluid and easy to use. The player can virtually climb any surface, as long as the character's arms can reach for a gripping point.



## HOURGLASS



### School project in teams

Goal	Prototype an original mechanic.
My roles	Game Design, Gameplay Programming
Gameplay	In Hourglass, the player goes through a series of small platforming levels. They must use hourglasses on their way to make time run backwards, thus unlocking new paths that could have been blocked by a cave-in, for example.

More projects on *my online portfolio*