

VINCENT CHARLAND

Level Designer

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<https://www.linkedin.com/in/vincent-charland/>

Education:

Campus ADN - Montreal
Attestation of College Studies -
Level Design

Cégep André-Laurendeau
DEC - Arts, Letters and
Communication, Interactive
medias profile

Core Skills:

- Unreal Engine 4-5
- Unity
- GameMaker Studio 2
- Lith tech Engine
- SketchUp
- 3DS MAX
- Photoshop/ Illustrator
- Perforce/ JIRA/ Confluence
- Scrum/ Agile Methodologies
- Valve Hammer Editor
- UE Blueprints
- GML/C#

Soft Skills:

- Communication/ Teamwork
- Motivation
- Adaptation
- Good reception to feedback
- Mentorship

Languages:

- French
- English

Interests:

- Gaming
- Music
- Sports
- Cinema
- Social Activities

Level Designer with multiple years of experience and multiple AAA titles shipped. Passionate about video games, music and game development with technical acumen, initiative and autonomy in design execution. Quick to learn and adapt, with a collaborative mindset and excellent communication skills to build strong cross-functional relationships. Trustworthy, open to feedback and consistently seeking growth. Experienced with both remote and in-office work.

Work Experiences

Level Designer

03/2025 - 07/2025

WB Games Montréal - *Unreal Engine 5*

- Conducted self-directed training and idea prototyping in Unreal Engine 5 to expand skills and support future production initiatives by testing new ideas and advancing technical proficiency.
- Used many plug-ins and features such as the Niagara Effects Plugin, Waveform Editor Plugin, Fracture system, Sequences, puzzle creations, combat encounter design and scripting (blueprints).

Level Designer - Co-Dev Projects

06/2023 - 03/2025

WB Games Montréal - *Suicide Squad: Kill the Justice League & Wonder Woman*

- Remote Co-Dev work with other Warner Bros. sister studios.
- Worked as part of the Montreal Team Unit on *Suicide Squad: Kill the Justice League* with **Rocksteady**. Helped develop new content on the open world and helping with the overall development of the game, focused on level design.
- Worked with **Monolith** on the cancelled **Wonder Woman** project and learned to work on a custom engine (**Lith Engine**).
- Learned about different types of workflows, cultures and work environment, as well as using custom tools/engines while further developing Unreal Engine 4 knowledge.

Level Designer - Open World - *Gotham Knights*

10/2021 - 06/2023

WB Games Montréal - *Gotham Knights*

- Responsible on creating and implementing over 500+ ambient life scenarios populating the game world (civilians, police, car accidents, etc.), designing multiple variations for each one and taking care of respecting technical limitations.
- Worked on designing multiple game world activities such as "crimes", creating and implementing corresponding AI archetypes, patrol systems and making interesting combat/stealth scenarios, adapting each design with each enemy factions, city locations while respecting narrative and gameplay goals.
- Assisted fellow level designers to resolve design-related bugs and blockers, ensuring smooth progression through production milestones.
- Ensured timely delivery of high-quality content for milestones and industry events.
- Collaborated with the Level Design Director on post-launch optimization efforts to enhance the player experience.

WB Games Montréal - *Gotham Knights "Kelvin Incident DLC"*

- Designed one of the arenas of the multi-level game mode, as well as many "in-between arenas" sections. Making sure that the arena works for multiple purposes as well as accommodate multiple enemy archetypes while maintaining the fun factor and its interesting features. Worked closely with different artists to make it work.
- Designs used to build modular levels and experiences for a multiplayer co-op game.
- Crafted ideas and designs for small modular puzzles for players to complete between arenas for bonus rewards, creating incentive for exploration.