



YOURI LEONARD

LEVEL DESIGNER

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SUMMARY

I am a creative Level Designer with an academic background in game design mechanics. Knowledgeable in industry-standard software, I am passionate about creating engaging and immersive gameplay experiences. I excel in collaborative environments and am dedicated to contributing to the development of captivating games. I believe games should be as enjoyable to make as they are to play.

EDUCATION

ISART Digital
AEC NWE.05 Design of video
game mechanics

2020 - 2022
Diploma Obtained

EXPERIENCE

Game/Level Designer
Dream Plots

April - July 2022
Internship

- Imagined and designed narrative elements.
- Designing Monsters/Heroes
- Designing Dungeons/Map Layouts.
- Balancing Character Stats

SKILLS

Languages

English - Fluent | French - Fluent

Design

Block Outs - Visual Scripting - Problem Solving - Communication - Adaptability

Engines & Software



Unity



Unreal



Maya



Confluence



Visual
Studio



Office
365



Git Hub

PROJECTS

Project Ransack   
Game/Level Designer

2023 - Present

Collaborating in an independent team to develop an asymmetric multiplayer game featuring a 3v3 format with Guards & Thieves.

- **Team Structure:** Independent team
- **Current Status:** Actively in development
- **Alpha Release :** Winter 2025

Geo Trio  
Game/Level Designer

2022

A side scrolling action game, randomly given one out of three characters. Each having their own attack, movement and interaction mechanics.

- **Game Type:** Side-scrolling action game
- **Gameplay Objective:** Players must find the correct path while avoiding enemies
- **Development Timeline:** Created in just four days during a game week at ISART Digital
- **Learning Focus:** Creative fun gameplay mechanics for each heroes

Zero Contact  
Level Designer

2023

End of semester project that brings stealth gameplay mechanics and level immersion.

- **Game Type :** Third person stealth
- **Gameplay Objective:** Creating stealth mechanics
- **Development Timeline:** 3 Months
- **Learning Focus:** Learn blueprints & creating a immersive level