



YOURI LEONARD

LEVEL DESIGNER

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SUMMARY

I specialize in designing game spaces that are not only fun to explore but also thoughtfully built to enhance gameplay. I'm continuously learning and staying up to date with industry trends. I'm ready to kickstart my career and bring energy, creativity, and collaboration to a game development team. Believing that 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

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

April - July 2022

Internship

SKILLS

Languages

English - Fluent | French - Fluent

Main Skills

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

Engines & Software



Unreal



Unity



Maya



Confluence



Visual
Studio



Office
365



Git Hub

PROJECTS

Under The Table

2025

Level Designer

Play as a political leader in a 1v1 first-person showdown, bribing key government officials in a presidential ballroom to gain the most influence. Developed in 3 days during a Game Jam hosted by Behaviour Interactive.

Project Ransack

2023-2024

Game/Level Designer

Multiplayer game featuring a 3v3 asymmetric format between Guards and Thieves, with each side having a distinct perspective and gameplay style. Developed as a demo project in collaboration with an indie student team.

Geo Trio

2022

Game/Level Designer

A side-scrolling action game where you control three unique heroes, each with distinct movement and abilities. Switch between them to overcome obstacles, defeat enemies, and navigate a dynamic world. Created in a game week by Isart Digital.

Zero Contact

2021-2022

Level Designer

End-of-semester block out project focused on stealth gameplay and level navigation, with a strong emphasis on environmental immersion and mechanical design.