AUSTIN MICHAUD
LEVEL DESIGNER

CONTACT

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SKILLS

- White Box Development
- Set Dressing
- Visual Scripting
- C# Scripting
- Mechanics Prototyping
- Environmental Storytelling
- Kit Bashing
- Visual Composition
- Lighting & Post Processing
- Level Sequencer
- Materials Editing

TOOLS

- Unreal Engine 4 & 5
- Unity
- Autodesk Maya
- Jira
- Perforce

EDUCATION

M.S in Interactive Media
Florida Interactive Entertainment Academy
2023 - 2024

B.A in Digital Media
University of Central Florida
2020 - 2023

EXPERIENCE

Level Designer
   Overgrown Studios | *Caesura* Oct 2023 – August 2024

- Designed and built Mountain Ascension level in UE5, using Landscape and modeling tools.
- Set dressed and implemented lighting for icy and spring weather styles.
- Scripted dynamic puzzles using Unreal Blueprints to change weather, lighting, and materials based on player actions.
- Collaborated with the Narrative team to develop and implement narrative beats and interactions throughout the level.
- Iterated on gameplay from playtest feedback, enhancing engagement and progression.

Lead Designer
   The Storytelling Sort | *Paige Turner August 2021 – May 2022*

- Led a multidisciplinary team of 15 to design and ship *Paige Turner* (released June 2022), overseeing gameplay systems and ensuring alignment with aesthetic and technical standards.
- Directed narrative-driven gameplay implementation, collaborating with design and art teams to maintain vision and consistency.
- Managed art asset integration, ensuring functional, visually cohesive spaces aligned with narrative goals.
- Conducted playtesting and feedback sessions, refining mechanics and player interactions to optimize flow and engagement.

Level Designer
   Personal Project | *The Arcade (The Last of Us Part II inspired project)*

- Developed a stealth-based level in Maya and Unreal Engine using the Advanced Locomotion System.
- Set dressed environment in the style of *The Last of Us Part II*.
- Scripted AI patrols and enemy behaviors for engaging stealth encounters.
- Refined stealth mechanics and player interactions through playtesting, enhancing flow and storytelling.
- Documented level metrics and gameplay flow, aligned with *The Last of Us Part II* design principles.

Level Designer
   Personal Project | *Dragon Encounter (God of War-inspired project)*

- White-boxed a *God of War*-inspired level with modular kits, focusing on combat arenas and storytelling.
- Scripted puzzles and traversal mechanics for dynamic player-environment interactions.
- Designed chase AI behaviors using Blueprints to enrich gameplay in combat arenas.
- Researched metrics for *God of War* to create comprehensive metrics playground for testing and iteration.