AUSTIN MICHAUD
LEVEL DESIGNER

CONTACT

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SKILLS

- Mechanics Prototyping
- Environmental Storytelling
- Layout Development
- Visual Composition
- Lighting & Post Processing
- Level Sequencer
- Materials Editing
- Kit Bashing

TOOLS

- Unreal Engine 5
- Unity
- Maya
- Visual Scripting (Blueprints)
- C#
- Jira
- Perforce

EDUCATION

Master of Science in Interactive Media | Florida Interactive Entertainment Academy | 2024

Bachelor of Arts in Digital Media | University of Central Florida | 2023

EXPERIENCE

Level Designer
Overgrown Studios | *Caesura* – Oct 2023 – Present
3rd person action-adventure game built in Unreal Engine 5 by a team of 21

- Owned a level from conception to final layout, developed narrative beats, and scripted level interactions using Blueprints.
- Collaborated with Environmental and Technical Artists to design and implement a dynamic weather system to impact both gameplay and level aesthetics.
- Developed and presented Detailed Design Documents for multiple levels.
- Collaborated with a Multi-Disciplinary team to Design Gameplay systems and mechanics.

Level Designer
Personal Project | *The Arcade (The Last of Us Part II inspired project)*
3rd Person Action Adventure level with a focus on stealth developed in Maya and Unreal Engine 5

- Researched real-world environments to match geographic scale and metrics using Google Maps.
- Utilized Maya to block out detailed post-apocalyptic environment.
- Implemented Advanced Locomotion System for environmental platforming and combat in Unreal Engine 5.
- Set up Enemy patrol routes and edited AI behavior scripts to facilitate stealth and combat gameplay flow.
- Developed environmental narratives to enhance the gameplay experience.
- Analyzed and documented level designs, metrics, and gameplay flow for *The Last of Us Part II* to match the game feel.

Level Designer
Personal Project | *Dragon Encounter (God of War-inspired project)*
3rd Person Action Adventure level developed in Unreal Engine 5

- Scripted and white-boxed a *God of War 2018* inspired level in Unreal Engine 5.
- Crafted environmental geometry using cube grid, kit bashing, and landscape tools.
- Scripted axe-throwing puzzles and movement mechanics to recreate gameplay interactions.
- Utilized blueprints to develop chase AI to enhance combat encounters and gameplay flow in combat arenas.
- Researched and developed metrics in line with *God of War* and crafted metrics playground for gameplay testing.