Shaun Ouellette — Game Designer

ouellettesh@gmail.com | (989) 671-7697

Objective

Continue expanding my knowledge as a game designer in a fun and challenging environment, surrounded by others that share the same passion for games.

Software Skills

- C#
- Unity 3D
- Perforce
- AutoCAD
- AutoDesk Inventor
- Microsoft Office
- Visio
- Audacity
- Google Drive
- Unity Collab
- Visual Studio
- MonoDevelop
- VR Development
- SteamVR Workshop
- Call of Duty Radiant
- 3DS Max
- Game Testing
- Prototyping
- Level Design
- Learning Blender

Independent & School Projects

Vault Breakers (College Group Project)
Game Designer, Level Designer, and Programmer
- Co-designed all Single Player levels
- Created script to control the spawning of A.I
- Vigorously tested and balanced the number of enemies in each level
- Playtested for bugs throughout the entire game and implemented fixes to any bugs found
- Tools Used: Unity, C#, Visual Studio, Perforce and Unity Collab

Island Survival (College Individual Project)
Game Designer, Quest Designer, Environmental Artist and Programmer
- Exploratory, Open Word, Quest Driven
- Designed and scripted quests to add a story element
- Created basic item models, textures and animation
- Tools Used: Unity, C#, Visual Studio

Education

Bachelor of Science in Game Design, 2017
Full Sail University, Winter Park, FL

Employment

BASIL THAI BISTRO (MIDLAND, MI) MARCH 2016 – JULY 2017
Positions included Prep Cook, Line Cook, Curry Chef, and Coordinator. Responsible for keeping all product in stock and prepared and maintaining communication between the servers and cooks.

RED LOBSTER (BAY CITY, MI) JUNE 2012 – MARCH 2016
Positions included Prep Specialist, Baker, Grill Cook, Delivery and Stock, Food Safety and Utility. Learned all aspects of the food preparation area to become well-rounded and flexible as an employee. Was advanced by the company into several positions.