

# JONATHAN GALIPEAU-MANN

## LEVEL DESIGNER

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### EDUCATION

#### Level Design Diploma (AEC)

Campus ADN, 2019

#### Bachelor's Degree in Social sciences, Communication major

Université du Québec en Outaouais, 2015

### LANGUAGES

Français

English

### TECHNICAL SKILLS

UNREAL 4

BLUEPRINTS

PERFORCE

JIRA

SKETCH UP

UNITY

C#

ADOBE SUITE

### ACCOMPLISHMENTS

#### Öpe, final production, Campus ADN 2018-2019

- Assistant-lead script
- Level design (Level 02)
- Scripting (C#, Unity)

#### JDLC, French-Canadian Communication Games, Université du Québec en Outaouais 2014

- Audiovisual production Challenge
- Graphic design

#### Communications internship, RÉÉL-Radio 2015

- Press release redaction
- Social media managing
- Marketing and Graphic design

### HUMAN SKILLS

Team Management  
Leadership

Problem Solving  
Collaboration

Adaptability  
Mentoring

### WORK EXPERIENCES

#### Development Tester

Behaviour Interactive, Montréal (Québec)

march 2020 - present

#### Functionality Quality Assurance Tester

Keywords Studios, Montréal (Québec)

october 2019 - january 2020

#### Assistant-manager / In-house trainer / Sales representative

Vidéotron des Galeries d'Anjou, Montréal (Québec)

january 2020 - march 2020

Vidéotron des Galeries de Hull, Gatineau (Québec)

september 2014 - january 2019

#### Department supervisor / Sales representative

Rona l'entrepôt du Plateau, Gatineau (Québec)

november 2006 to september 2014

COMMENDATIONS WILL BE MADE AVAILABLE ON DEMAND