

# CAMILLE OLIVIER PAQUETTE

Montreal, QC | 514-839-5539 | [camilleolivier@gmail.com](mailto:camilleolivier@gmail.com)  
[Linkedin](#) | [copaquette.com](http://copaquette.com)

## SENIOR LEVEL DESIGNER \* AAA \* UNREAL ENGINE 4/5 \* BILINGUAL FR/EN

I am a Level Designer with over 5 years of experience in the AAA video game industry, having contributed to several major titles. Specialize in creating immersive player experiences, designing engaging levels, and gameplay-driven iteration.

Expert in using Unreal Engine (UE4 / UE5), Blueprints, and working in large-scale multidisciplinary teams. Recognized for the ability to work well under pressure and tight deadlines, transform ideas into playable experiences, always placing the player experience at the center of the design.

Bilingual (FR/EN) Level Designer with 10+ years in the games industry, including 6 years at WB Games Montreal, shipping two major AAA titles.

## DESIGN SKILLS

Level Design | Player Experience & Flow | Encounter & Gameplay Design | World Building & Level Flow | Prototyping & Iteration | Engine & Tools | Unreal Engine 4 & 5 | Blueprints (visual scripting) | GameMaker · Unity 3D | 3DS Max · Google SketchUp | Perforce & Source Control | Process | Large-scale multidisciplinary teams | AI & open-world integration | Advanced QA & debug pipelines

Interdisciplinary collaboration

## PROFESSIONAL EXPERIENCE

**WB GAMES MONTRÉAL**, Montréal, Canada

**October 2020 - March 2026**

### Level Designer

- *Delivered Projects: Gotham Knights (2022) · Suicide Squad: Kill the Justice League (2024).*
- *Co-dev: Wonder Woman (w/ Monolith) · Undisclosed title (w/ TT Games).*
- Designed, built, and iterated levels for AAA open-world and linear titles across two shipped games, owning the full pipeline from whitebox, greybox and layout through to final feature validation.
- Developed gameplay prototypes in Unreal Engine using Blueprints, translating high-level design intent into testable, production-ready playable spaces, across 3 games levels.
- Partnered with AI, open-world, and systems design teams to integrate and validate gameplay features across large multi-team productions and co-development pipelines. Collaborated with 5 cross-functional teams.
- Drove measurable improvements to player flow and pacing through structured playtesting and data-informed iteration cycles across 10+ playtesting sessions.
- Maintained good communication between the different teams on bugs and tasks across 5 cross-functional teams.

### Development Tester Level Design Support, January 2019 - December 2020

- Rapidly promoted from QA into a dedicated design support role by demonstrating deep gameplay knowledge and level design intuition, providing direct assistance to design and development teams on feature iteration and balance.
- Built and maintained test environments (gyms) used to validate gameplay mechanics and level design logic prior to production integration. Managed 4 test environments for gameplay validation.
- Delivered structured, actionable design feedback on mechanics, contributing directly to gameplay improvements that shipped with Gotham Knights. Provided design feedback on mechanics for 5 game features.

**BEHAVIOUR INTERACTIVE**, Montréal, Canada

**May 2017 - July 2019**

**QA Tester - Development QA**

- Conducted gameplay testing and feature validation on live and in-development titles, collaborating directly with developers to identify, reproduce, and resolve issues across 5 live and in-development game titles.
- Analyzed crash logs and debugging outputs, contributing to improved product stability and quality across multiple releases. Supporting 5 product releases.

**ENZYM TESTING LABS / EIDOS**, Montréal, Canada

**June 2013 - July 2017**

**QA Tester**

- Performed functional, regression, and validation testing across multi-platform releases (PS4, Xbox), building deep knowledge of game systems and production pipelines across 5 multi-platform releases.
- Coordinated issue communication across cross-functional teams, on 5 projects, ensuring clear and timely reporting and developing the structured thinking that underpins the design work today.

**EDUCATION**

**Masterclass – Video Game Dev.**

Masterclass - Video Game Dev, Online

La Forge

**July 2015**

Game Design & Level Design · Rational Level Design · Economic Design & Scripting

**AEC – Level Design**

Campus ADN, Montréal

**June 2012 - April 2013**

*Campus ADN*

Specialized in Level Design. Game Designer & Level Designer on Soul Rises (team of 20+). 3D modelling & animation.

**DEC – Cinema**

Ahuntsic College, Montréal

**September 2008 - July 2011**

*Ahuntsic College*

Short film production & direction · Video editing · Cinematographic analysis — foundational visual storytelling skills directly applied to level design.

**LANGUAGES**

- French - Native
- English - Fluent

**REFERENCES**

- *Available upon request.*