

Marc-Étienne Assunção-Denis

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Education

Université du Québec en Abitibi-Témiscamingue – Pavillon Montréal 2015 - 2018
Baccalaureate in Video Game Design

Skills : Game design, Level design, Integration, Working methodology, Teamwork & Communication.

CÉGEP de Maisonneuve 2012 - 2015
DEC in Technique d'intégration Multimédia

Skills : Communication, Multimedia integration, Creativity & Working Methodology.

CÉGEP de Maisonneuve 2008 - 2011
DEC in Sciences Pures

Relevant Experience

Rogue Factor Jul. 2018 - Apr. 2025
Level Designer

Skills : Map Conception, Teamwork, Technical level design, Map playability testing & Communication.

Playmind Jun. 2018 - Jul. 2018
Playtester

Skills : Communication, Efficacy, Report redaction & Testing.

Norsfell Apr. 2018 - Jun. 2018
Intern Level Designer

Skills : Level conception, Level difficulty balance & Efficacy.

Projects

Hell is Us – Rogue Factor Sep. 2025

Necromunda : Underhive Wars – Rogue Factor Sep. 2020

Technical Skills

Level Design – Game Design – Unreal Engine 5 – Unity 3D – Office Suite



LANGUAGES

French ●●●●●

English ●●●○○