PHILIPPE MORASSE

GAME DESIGNER

I'm a **passionate team-oriented** game designer known for my communication skills and **creative problem-solving**.

CONTACT

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HARD SKILLS

Unreal Engine	Perforce	Photoshop	Miro
Unity	SVN	Figma	Notion

LANGUAGES

French
English

WORK EXPERIENCE

TECHNICAL LEVEL DESIGNER — Bluemotion Games | 2025-Current

- **Planning the RLD** and in engine **level design**
- **Manage** events in **Level Sequences**
- **Script** tech for gameplay elements

LEVEL DESIGNER & GAME DESIGNER — Steak Machine Studio | 2025 - 2026

- **Planning the RLD** and in engine **level design**
- **Game design and documentation** of features and systems
- Managing LinkedIn community

GAME DESIGNER — College Dawson | 2025

- **Design a VR game**
  - Drafting clear workflows & Top down map

SALES ASSOCIATE — Telus | 2022 - 2024

- **Listening to customers** to identify their needs and present tailored solutions
- **Adjusting pitch strategy** in regards to the client's profile

Curyeux - TECHNICAL LEVEL DESIGNER — Campus ADN | 2025

- **Game design documentation** : Prepare and present GDD to other department
- **Scripting Blueprint** : Loading and unloading, enemy AI
- **Coordinating with other departments**
  - in charge of communication and coordination within and without the scripting, level design and other departments

EDUCATION

AEC - LEVEL DESIGN — Campus ADN | 2024 - 2025

BSc PSYCHOLOGY — UQAM | 2014 - 2018

PHYSICS ENGINEERING — Polytechnique | 2012 - 2014