PHILIPPE MORASSE

Associate Producer | Technical Game Project Coordinator

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Profile

Coordinated a 70-person team from pitch to Steam release in 15 weeks. Technical game designer (Unreal Engine, Unity) comfortable across every department: identifying needs and blockers, routing problems to the right people, and presenting one-on-one and to groups. Background in psychology and sales.

Professional Experience

Scripting Lead and Department Lead Coordinator — Curyeux | Campus ADN | 2025

- Named lead of the scripting department; spontaneously took on coordination of all department leads (script, level design, art, and more)
- Team of about **70 people**; **15-week** production from a simple **pitch to a complete game** released on Steam
- Results: **141 "Very Positive" Steam reviews**; nominated for the **Numix award**, student rising talent category
- Prepared and presented the GDD to the other departments
- Visual scripting: AI enemy behavior, level loading

Technical Level Designer — Blue Motion Games | 2025-2026

- Owned 3 boss fight development, sequences requiring coordination between animation, programming, level design and 2D art teams
- Worked with IP holders to ensure the intellectual property was represented accurately
- Accelerated production: level design and blockout, level sequencer management
- Gameplay scripting (Boss AI, sequencer, VFX)

Game Designer and Visibility Lead — Steak Machine Studio | 2025-2026

- **Networking program** bringing together 21 graduates to keep them active in the industry: **13 landed a first industry job (62%)**
- Ran weekly LinkedIn posts to keep the team visible
- Level and game systems design, with documentation

Game Designer — Dawson College | 2025

- Designed a virtual reality game
- Clear documentation of event sequences

Sales Representative (store manager duties) — TELUS | 2022-2024

- Listened to customers to identify their needs and delivered tailored sales pitches
- **Built a motivation and preparation tool** for fellow sales reps
- Improved sales quality across every team I worked with

Education

- AEC, Level Design — Campus ADN | 2024-2025
- BSc, Psychology — UQAM | 2014-2018
- Engineering Physics — Polytechnique | 2012-2014

Software

Unreal Engine, Unity, Perforce, SVN, Photoshop, Figma, Miro, Notion

Languages

French, English