

ZACHARY GIGUÈRE

GAME DESIGNER

PORTFOLIO

www.zg-design.ca

CONTACTS

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HARD SKILLS

- C#, HTML, CSS
- Unity, Unreal, P4V
- Critical thinking

SOFT SKILLS

- Bilingual FR - ENG
- Team player
- Patience and mental resilience
- Varied Perspective

OBJECTIVE

My goal is to use players' agency to create impactful experiences. I want to create games that are cohesive and coherent through all their aspects.

EXPERIENCE

Dungeon Master / 2015 - Present

- Player centric mindset.
- Adapt material to different players.
- Developed systems and mechanics.
- Intertwine gameplay and story elements.

Spirits' Creek Production / April to July 2022

- 15 weeks junior video game production for PC.
- Designed and implemented Menu and UI.
- Researched and implimented numerous organic introductions.
- Solve inter-domain problems.

More about this production in my portfolio.

Special Educator Assistant / 2017 -2018

- Worked with people experiencing different disabilities and challenges.
- Developed empathy, patience and resilience.
- I am aware and sensitive of the social challenges people on the spectrum face in their daily lives.

EDUCATION

Game Level Design / 2021 - 2022

Campus ADN

- Student production of the game "Spirits' Creek".
- Classes from experienced members of the industry.
- Reinforced and practiced previously acquired knowledge.

Architecture Technologies / 2018 - 2020

Lévis-Lauzon + Vieux Montréal

ZG Design