



BARRIERE MORGAN

Junior Level Designer



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MY PROFILE

Hello there!

I am a junior level designer specialized in 3D environments : open world or close quarters. I am looking for new opportunities!



EXPERIENCE

Borderlands 3

During my internship at Gearbox Québec (6 months), I had the opportunity to work on the **DLC 1 and 2 of Borderlands 3**.

It was the chance to put into practice my learning in level design in an **AAA studio on a multiplayer FPS**.

While in my internship, I was responsible for **creating battle arenas**. To do this, I had to create them with various tools like **landscape and blocking on UE4**.

In addition, I also had to deal with the **fights** and the **balancing** of them.

It was an extremely enriching experience because I had to work with **different trades while respecting the constraints** of a large production. This has allowed me to sharpen my communication skills and to understand the obligations of other professions in order to create a qualitative product.



gearbox[®]
studio québec



SKILLS



Puzzle



Balance



Cooperation



Interaction



Teamwork



Acceptance



Learning



Target



Native



Professional



Limited



unity



UNREAL
ENGINE



Office



EDUCATION

ARIES SCHOOL

Game Design Bachelor Degree

- Level Design
- Game Design
- Management
- Storytelling
- School projects



écoles aries
Création digitale



HOBBIES



Video games



Qi Gong



Motorcycle



Music