

Wesley Lord

Game Designer, Programmer

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WORK EXPERIENCE

Technical Game Designer


Virtuos Paris

08/2023 - ongoing

Tasks

- Creature Design, Combat Design
- In-engine implementation/prototyping
- Project Documentation

Back-end programmer

Booster Play 


01/2020 - 05/2021

Partner in a small indie team working on Pearls of the Oceans, a sub nautical puzzle-adventure, now available on Steam and Android devices; with the objective of raising awareness to the pollution of our waters.

Tasks

- Programing: API connection, monetization, leaderboards.
- Adaptation to Steam and Android platforms.

Intern, UI programmer

Impeller Studios 


03/2019 - 12/2019

Impeller Studios is an independent game studio working on 'In The Black' a hard science space sim.

Tasks


- Working remotely, focused on the creation of UI HUD elements using Blueprint.

Intern, Assistant Program Coordinator

GamePlay Space 

07/2017 - 08/2017

Intern, Editor/Assistant


Parafilms 

2012 - 2013


GAME JAMS AND PROJECTS

PN (working title) (09/2021 - ongoing)


- **Game Dev** - A runner, mixing speed and stealth. Concept design, prototyping and building of the level editor. (Team of two)

Where the Light Shines (2019) 


- **Level and game design** - One of the winners of the Montreal game jam at ETS. A two-player game where a lighthouse guides a sailor through the mist to the safety of the shore. (Team of eight)

Chameleon CAT-astrophe (2019) 

- **Level design and implementation** - Made at the Creative Jam 13th edition , this is a stealth game in which the player embodying a chameleon needs to escape from territorial cats. (Team of six)

The Plight of Knights and Sight (2018) 

- **Concept, level design and implementation** - Nominated for best game, level design and user experience - Ubisoft Game Lab competition. Storybook-style game about a family playing together and helping each other in a fantasy setting. (Team of eight)

You Have To Fly The Plane (2018) 

- **Concept and design** - For the global game jam, a zany flying game about reaching obscene speeds. (Team of three)

Time Cowboy (2017) 

- **Level design** - 2D puzzle platformer about bending time and cloning yourself, using Game Maker. (Team of three)

SKILLS

Unity

Unreal Engine 4

Design

C#

C++

JavaScript

Python


Scrum

Back-end

Adobe Premiere

ORGANIZATIONS

MIGS (Montreal International Games Summit)

(2013 - 2019) 

Volunteer, Team Lead (2019)

EDUCATION

Professional Scrum Certification (PSM1)

Scrum.org 

AI for Games with Behaviour Trees

Udemy 

C++ Programming Certificate

Champlain College of Vermont

2018 - 2019

BFA: Specialization in Computational Arts

Concordia University

2014 - 2018

Interactive Media Arts program

Dawson College

2012 - 2014

Lycée Français

Montreal, Madrid, Stockholm

LANGUAGES

English

Full Professional Proficiency

French

Full Professional Proficiency

INTERESTS

D&D DM

Games

Reading

Cooking

Audiovisual

Bouldering