Simon Graveline

| Curriculum

| Experiences

2019/present - **Tribute Games** - Level Designer

2018/2019 - **Studio XP** - Head of Study

2018 - **Tribute Games** - Studio Coordinator

2014/2017 - **Grave Danger Games** - Creative Director

2013/2018 - **Isart Digital Montreal** - Head of Study

2009/2013 - **Ubisoft Montreal** - Lead Game Designer

2009 - **Behaviour Interactive** - Level Designer

2007/2009 - **Ubisoft Montreal** - Lead Game Designer

2004/2007 - **DC Studios** - Lead Game Designer

2002/2004 - **Archambault** - Administrative Manager

2001/2002 - **PlayStation Québec / N64 Édition Québec** - Game Review Writer

2000/2002 - **Metro Video** - Store Manager

2000 - **Pixcom** - Webmaster

1999 - **Ubisoft Montreal** - Dev Tester

1998 - **AT&T Canada** - Webmaster (internship)

| Games

PC/SWITCH - **Panzer Paladin** - Lever Designer

PC - **Night Lights** - Game Design Consultant

PC - **AFTERGRINDER** - Creative Director

PC - **Soulless: A Ray of Hope** - Game Design Consultant

PS3/XB360/PC - **Assassin's Creed Brotherhood** - Game Designer

DS - **Shorts** - Level Designer

WII - **Petz Sports** - Lead Game Designer

DS - **My Weight Loss Coach** - Lead Game Designer

DS - **Thrillville: Off the Rails** - Game Designer

DS - **Code Lyoko** - Lead Game Designer

DS - **Hannah Montana** - Lead Game Designer

DS/GBA - **Whac-A-Mole** - Lead Tester

PS2/PC/GBA - **Winx Club** - Lead Tester

GBA - **Cinderella's Magical Dream** - Production Assistant

GBA - **Fear Factor Unleashed** - Production Assistant

DS/N64/PC **Rayman 2: the Great Escape** - Tester

| Tech Skills

| GAME ENGINE

GameMaker Studio 1-2, GML - *ADVANCED*

Unity 3D, C#, C++, C - *INTERMEDIATE*

Godot, GDScript - *BEGINNER*

| COMMUNICATION & MANAGEMENT

Agantty, Discord, Harvest, Todoist, Trello, Slack - *ADVANCED*

Jira, Perforce , Redmine, Turtoise SVN - *INTERMEDIATE*

| ART & AUDIO

Aseprite, Asset Forge, MagicaVoxel, Photoshop, Piskel, Pivot, Spine 2D, Spriter - *INTERMEDIATE*

Hexels 3, Audacity, Music Maker - *BEGINNER*

| OTHER

MS/Google Office; Outlook, Word, Excel, Powerpoint, Visio - *ADVANCED*

Dreamweaver, HMTL, DHTML, Javascript, CSS - *INTERMEDIATE*

| Bio

| EDUCATION

1998 - **Demers Institute** - Graduated from a professional school with a programming degree.

1994 - **Mgr-Euclide-Theberge** - High School diploma with communication option.

| ACHIEVEMENTS

Successfully launch a video game school in Montreal, **Isart Digital**, that went from 10 to 175 students in 5 years and developed a game design cursus that was approved by the Minister of Education of Quebec.

| OTHER ACTIVITIES

Through the years, I gave many speeches at small and big venues, participated and organised many game jams, including some for the **Global Game Jam** and attended many events from **MIGS** to **PAX**.