# Stefan P. Boivin

## Systems Designer

221 Caledonia Rd, Dartmouth • 778 233 1054 • stefan.boivin@gmail.com

## **Academic Experience**

**Systems Designer:** (Student Group Project)

Mentor Studio Game: *Top-down Eurogame - Unreal Engine 4.15, Windows 10*

* Balanced a dynamic investment-based economy in a multiplayer environment.
* Built a node-based movement system to emulate a game board.
* Designed a grid-based board system with multiple options in each direction.
* Monitored and adjusted cost and income values to offer an entertaining user experience.

**Game Designer:** (Fletcher’s Case Team)

Fletcher’s Case: *VR First-Person Atmospheric Thriller - Unreal Engine 4.13, Vive*

* Designed a first pass version of a tutorial map in which motion controls are explored by the player in an enclosed safe space.
* Designed a basic AI hide-and-seek system in which an enemy follows a node-based path, chases the player on sight, then looks for them when line of sight is broken.
* Found complex but efficient solutions to a number of puzzles, including matching a lock to one key of many and rebuilding a gear mechanism.

## **Skills**

**Engines:** *Game Maker: Studio (3 years), Unreal Engine 4 (2 years)*

* Optimized various assets and created easily editable materials
* Rapidly created effective prototypes to demonstrate ideas in various genres
* Experienced in creating content using the engine’s native language

**Design Software:** *Adobe Photoshop CC 2015-16, Autodesk 3DS Max, Autodesk Sketchbook Pro, Clip Studio Paint Pro, Paint.Net*

* Able to produce detailed textures and freehand 2D assets.

**Education**

**LaSalle College Vancouver, BC, CA**

* *Completed an intensive degree in game design focusing on teamwork and time management (*Game Art & Design*).*

**Art Institute of San Antonio, TX, USA**

* *Attended two years of classes focused on digital drawing and image manipulation for games (*Game Art & Design*).*