# Fabrice Laurent Game Designer

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##### **Profile**

I am a young aspiring game designer with a burning passion for video games, both as work and as a hobby. I started off wanting to go more into Level Design, but over time found myself more attracted to Game Design instead. I’ve been playing games for as long as I can remember and hope to bring the same fun to both newcomers and seniors alike through my design.

##### **Education**

**Jan 2017 – Dec 2017** **Game and Level Design – Inter-Dec College – ACS**  
 - Specialised in Game Design

##### **Employment History**

**May 2017 – Now McDonald’s – Employee**

##### **Languages and Skills**

**French – Primary  
English – Fluent**

**Skills Game Design**

**Visual Programming** - Unreal Engine

**Documentation** - Word, PowerPoint, Google Docs, Google Slides

**Level Design**

**Other Programs** - Unity Engine, 3DS Max, Maya

##### **Interests**

Baseball, hockey, video games, eSports, speedrunning