EVE GABOURY

SENIOR LEVEL DESIGNER

CONTACT

6832 Saint-Denis street Montréal, Québec,

Canada

1-514-506-1351

eve.gaboury@gmail.com linkedin.com/in/evegaboury/

EDUCATION

Level Design, AEC Campus ADN, 2019

Game Design, DESS Université de Montréal, 2018

Psychology, B.Sc. Université de Montréal, 2016

LANGUAGES

French: written / spoken

English: written / spoken

Electronic - Tinkering

Video Game Psychology

Pinhall

Comic book

Drawing Roadtric

WORK EXPERIENCE

Level Designer Ubisoft Montreal August 2024 - May 2025

Teacher: Level Design ISART Montreal September 2023 - June 2024

Level Designer - Team World / Performance Eidos Interactive

April 2023 - June 2024 Teacher assistant

ISART Montreal April 2023 - June 2023

Associate Level Designer Electronic Arts (Motive and Bioware) March 2020 - March 2023

Interactive Designer Astrolabe Interactive contract: Sentember 2019 - March 2020

Game Designer Triple Boris contract: September - December 2019

Game Designer / Level Designer Carcaiou Games contract: June - November 2019

Game Designer / UX Designer Astrolabe Interactive May - October 2018

AAA - VIDEO GAMES

Prince of Persia: The Sands of Time (Remake) Ubisoft Montreal (in development)

as Level Designer

Iron Man EA Motive (in development) as Associate Level Designer Dragon Age: The Veilguard Bioware (2024) as Level Designer

Star Wars Squadrons EA Motive (2020) as Assistant Level Designer

TECHNICAL SKILLS

Unity Frosthite Perforce Unreal Engine Sketchup Photoshop Game Maker Studio 2 3DS May In Design Visual Studio (C#) Rlender Illustrator lira Houdini After Effect Anvil OBS Axure

COMPETENCY

Block out Features / Levels / Missions owner

Level Design Document

Rational design / systemic design Forward / Backward design

Game Design Document

Teaching

COLLECTIVE IMPLICATION

Level Designer Mentor Campus ADN 2020-2021

Rapid prototyping

Pride Committee GANG de Devs. 2019 Game jam Mercenary JamNation, 2018-2019