

Andrew Brassard

Game designer, concept artist, level designer

Contact Info

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About Me

Game designer and concept artist with experience in 3D modeling, game programming, and project management. Born and raised in Montreal Quebec before moving to Toronto and then Ottawa Ontario. Particularly interested in exploring new design space in both game mechanics and character design.

Education

Honours Bachelor of Game Design 2019 - 2023
Sheridan College, Oakville, ON

Experience

- Experienced in Maya, Blender, Adobe suite, Photoshop, Premiere, After effects, Krita, Unity, github, C#, Python, Ren'py
- Manager and project director on 8 month long game project
- Interned in business initiative program where I assessed the viability of and worked on a personal game project
- Participated in multiple month long daily design and art challenges

Projects

- **Spellcasting for Dummies:** A retro style point and click adventure
 - Designed the spellcasting, puzzles, and levels
 - Assisted in asset creation, narrative design, and programming
 - Took on role as manager due to miscommunication and missed deadlines
- **Transmission:** A resource management and space DJ-ing game
 - Worked on a 5 person team over 7 months
 - Roll as designer and primary writer
- **Love me, Fear me:** A monster based visual novel
 - Visual novel written to both capitalize on and subvert traditional visual novel convention
 - Started work in business initiative, continued work after viability of the project was established
 - All work done by me, writing, art, programming, everything

Personal

Frankly excessive Dungeon & Dragons experience. A not insubstantial amount of my time is spent either playing DnD, running games of DnD, preparing DnD games, or picking apart ttrpg rules (not just DnD) like a vulture. I find Pathfinder 2e has some really cool elements that I plan to reference if / when I ever try to make my own ttrpg.

Links

LinkedIn

www.linkedin.com/in/andrewbrassard

Portfolio

www.andrewbrassard.com

Hard Skills

Concept art development

C# & Python coding

2D digital art

3D modeling

Level design

System design

Soft Skills

Project management

Rapid iteration

Design documentation

Team cooperation

Good communication

Tools

Maya 

 Blender

Unity 

 Photoshop

Github 

 Premiere