

DAWSON PELOQUIN

Game Designer and Game QA Tester

CONTACT

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HIGHLIGHTS

- Awarded **Best Student Project at Games for Change Awards** in 2024 for the game *Stop and Breathe*.
- Skilled team manager and leader, collaborating and organizing in an academic and workplace setting.

SOFT SKILLS

- Project Management
- Teamwork and Collaboration
- Creative and Critical Thinking
- Time Management
- Leadership
- Effective Communication
- Video Game Passion
- Problem Solving
- Detail Oriented

HARD SKILLS

- Unreal Engine
- Unity
- Photoshop
- Premier Pro
- Scrum and Agile
 - Workflows
- OBS
- Documentation
- Version Control
- Trello/Jira/Clickup
- Miro

PROJECTS

Stop & Breathe

SEPT 2023 - SEPT 2024

Team Manager | 3D Art | Level Design | Game Design

- Lead and managed team throughout all of development, leading scrums, planning meetings, and organizing tasks in all pipelines.
- Planned and hosted play test session with play testers to gather information from third party players and created playtest reports for revisions
- Created 3D props and kits for designing levels and puzzles for players to engage with.

A Season of Fire

JUNE 2023 - AUG 2023

Team Manager | Game Designer | Artist

- Planned and developed a hypothetical board game for CIFFC (Canadian Interagency Forest Fire Center) to teach people about forest fire prevention.
- Lead and managed team throughout development, focusing on gameplay elements and tying message to gameplay.

WORK EXPERIENCE

Kerr Splash Hot Tubs, Barrie, ON, CA

OCT 2018 - PRESENT

Assistant Head of Sales

- Learned about new products and hot tubs quickly and efficiently to help co-workers and inform customers.
- Developed and refined interpersonal skills to collaborate with colleagues and assist costumers

EDUCATION

2020-2024

HONOURS BACHELOR OF GAME DESIGN, SHERIDAN COLLEGE

- Graduated with Honors and scoring a GPA of 3.65/4
- Focused on working with teams of developers across all disciplines
- Relevant course work:
 - 3D scene creation, level design principles, Game & Play design