

# MARIANE VINCENT

## Game Designer

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🏠 Québec, Qc, Canada

### PROFESSIONAL EXPERIENCES

- 2020 - Today ● **Game Designer – Ubisoft Québec**  
Unannounced Game
  - Systems
- 2020 ● **UX Designer – Beenox**  
Call of Duty: Black Ops Cold War
  - Screens Adaptation for PC
  - Navigation Adaptation for PC
  - Accessibility Features
- 2017 - 2020 ● **Game Designer – Beenox**  
Crash Team Racing: Nitro-Fueled
  - Reference of the Original on the project
  - Power Ups System
  - Artificial Intelligence System
  - Menu Flows
  - Multiple Screens Design

### TECHNICAL SKILLS

- Office 365
- UX Design
- CTR's Engin
- Call of Duty's Engin
- Adobe Softwares

### ASSETS

- Adaptation
- Teamwork
- Rigorous
- Methodical
- Communication
- Curious
- Bilingual (Français/Anglais)

### EDUCATION

- 2016 - 2018 ● **AEC – Video Game Design**  
Cégep Limoilou
- 2015 - 2016 ● **CERTIFICATE – Cinematographic Studies**  
Université Laval

### INTERESTS

- Video Games
- Hiking
- Microbrewery beers
- Voyages
- TV Series
- Reading

### RELEVANT EXPERIENCES

- 2019 - 2021 ● **Teacher at Cégep Limoilou**  
AEC – Video Game Design, Courses given:
  - Controls et Interfaces
  - Redaction of Game Documents
  - Game Design (Assistant)