Jesse Rougeau

jesse.n.rougeau@gmail.com
Technical Level Designer
Vancouver, Canada

AAA Development Experience

Game Designer (Campaign) - Homeworld 3

Blackbird Interactive. Vancouver, Canada.

November 2023 - January 2024. Brought on to assist with final balance/gameplay tuning of the campaign.

Game Designer (Level/Campaign) - Minecraft Legends

Blackbird Interactive. Vancouver, Canada.

November 2021 - November 2023. Specialized in scripting and procedural generation. Worked with the campaign team to design and implement enemy faction bases and encounters.

Notably drafted and contributed to the final boss encounter design for team approval. Additionally assisted in the development of the Piglin AI and unit responses, assisting programmers with script-side implementation.

Associate Designer - Minecraft Legends

Blackbird Interactive. Vancouver, Canada. (Hybrid)

October 2020 - November 2021. Worked with the core gameplay team to balance unit/structure stats and unit behaviors. Additionally worked with the rest of the team improving village gameplay.

Skills

Languages	Software	Skills
- C# - C++ - UE4/5 Blueprints - Javascript - Python - Lua - HTML/CSS	- Unreal/Unity - Git, Perforce - Visual Studio, IntelliJ Rider, VSCode - Linux Server - Docker, Github-CI - Blender	- Game Design - Level Design - Project /Team Management - Community Management/PR - ECS Frameworks

Education

Vancouver Film School

Games and Interactive Media Design. Vancouver, Canada.

Langara College

Applied Sciences for Engineering (Incomplete). Vancouver, Canada.

Other Experience

Space Wizards Federation (Non-profit/Volunteer)
Design Lead/Project Manager
April 2022 - Dec 2024, Remote

Space Station 14: *Design Lead/Project Manager*
April 2022 - Present, Remote

Worked as a volunteer project manager/developer for the community-created roleplaying game [Space Station 14](). Managed contributions on developing features for the game and its custom C# engine, Robust Toolbox. Standardized and updated documentation for consistent design direction and improved team communication.
Project Source Code available here;
https://github.com/space-wizards/space-station-14

Vancouver Film School (Student Projects)
Game Designer/Programmer
December 2019 - August 2020, Remote/Vancouver

OctoGone: Game Designer/Systems Programmer
March 2020 - August 2020, Remote

Contributed game design and programming to OctoGone, a 3rd person space survival game where a stranded robot must gather resources to fix their spaceship. Wrote and maintained a custom scriptable game framework and assisted fellow designers with game progression and the UI flow. Also worked with other designers to block out the story and narrative events.

Notably designed and implemented debris storms and implemented a batched rendering system to solve a major performance issue related to debris storms. When first tested, they ran into a very high number of draw calls due to the large number of active objects on screen (200+ at times).

The batched rendering system dramatically cut down the number of draw calls and resulted in a 10x increase in performance.
Project Source Code available here;
https://github.com/vfs-sct/0ct0-GONE

Out here on the frontier: Game Designer/Systems Programmer
December 2019 - March 2020, Vancouver

Responsible for the design of the core gameplay systems and writing the game's simulation/event code for Out Here On The Frontier, a simple city builder built in Unity. For this project I created a framework for utilizing scriptable objects to implement game code as discrete "modules" that could be easily expanded upon or swapped depending on requirements.
Project Source Code available here;
https://github.com/Jezithyr/OutHereOnTheFrontier