



SHEPHERD CAMERON.

Level Designer

Toronto based game dev with a passion for community involvement. Participated and assisted non-profits such as DMG, ToJam, TCAF, and QGCon. Expert problem solver under stress, Performed professional speaking gigs at Night of the LivingDevs, Music Publishers Canada, and a fully booked Dating Sim workshop at Gamma Space.

EDUCATION

Bachelor of Game Design

Sheridan College
2017 - 2021

SKILLS

- Narrative
- Design
- Confluence
- Production Workflows
- Unreal Engine
- VR Game Design

EXPERIENCE

Get Set Games | Level Design

08/06/2019 - Present

- Designing and creating levels
- Connecting gameplay with narrative
- Prototyping
- Designing VR experiences

TOJam | Senior Organizer

01/15/2016 - Present

- Grant applications and reaching out to sponsors
- Outreach workshops
- Event management

Spooklight Games | Founder/Writer

12/16/2016 - 2018

- Wrote and produced a completed game
- Budgeted funds
- Marketed product

PUBLICATIONS

- CBC
- Dork Shelf
- Sheridan Sun

CONTACT ME

shepherd@pitchpsy.com

www.pitchpsy.com

(647) 986-0747