



# 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, and a fully booked Dating Sim workshop at Gamma Space.

## EDUCATION

### Bachelor of Game Design

Sheridan College  
2017 - Present

## SKILLS

- Narrative
- Design
- Confluence
- Production Workflows
- Unity

## EXPERIENCE

### Get Set Games | Level Design

08/06/2019 - Present

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

### TOJam | Senior Organizer

01/15/2016 - Present

- Grant applications and reaching out to sponsors
- Inventory acquisition
- 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

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