

SIMON GRAVELINE

Seeking a design role for mobile, or web-based games. I strive at seizing all the stakes of a project and proposing solutions aligned with its priorities, company goals and team motivation. In the meantime, under Grave Games, I develop mobile games to improve my craft in Unity and GameMaker... But most importantly, have fun - making fun.

DESIGNER MANAGER TEACHER

Saint-Hubert, Qc
sim.graveline@gmail.com
[LinkedIn](#) · [Portfolio](#) · [Dice Royal](#)

EXPERIENCE

Business Relations

2024–2025

Isart Digital, Montreal

- Developed partnerships with studios
- Organized roundtables and conferences
- Taught career preparation

Game & Level Design Freelancer

2014–2024

Studio MDHR, Atomic Arcade, Studio XP, Meridian 4

- Designed levels for an 8-bit platformer
- Designed and prototyped enemies for an action game
- Consulted on video game design and pipeline
- Consulted on game development education
- Consulted on B2B partnerships

Creative Director

2022

Subliminal Entertainment (closed), Montreal

- Met with potential clients
- Conceived VR and immersive experiences
- Wrote project documentation
- Designed UX / UI wireframes

Lead Level Designer

2018–2021

Tribute Games, Montreal

- Designed 2D levels for platformers and beat'em ups
- Collaborated with project leads
- Coordinated with creative and narrative team

Co-founder, Head of Design & Teacher

2013–2018

Isart Digital, Montreal

- Created and maintained the design program
- Taught game design and prototyping
- Hired and managed the teaching team
- Helped the school grow from 8 → 175 students, 1 → 6 programs, to over 20 teachers

SKILLS

DESIGN

Game Design ·
Creative Direction ·
2D Level Design ·
Team Management ·

TOOLS

GameMaker / GML ·
Unity · LDTk · Tiled ·
GitHub · Perforce ·
Figma · Canva · Miro ·
Trello · Notion ·
Confluence / Jira ·
MS / Google Suites ·
Aseprite ·

SOFT SKILLS

Organization ·
Problem Solving ·
Communication ·
Quick Learning ·
Autonomy ·
Multitasking ·

LANGUAGES

French ·
English ·

Co-Founder, Producer, Creative Director

2013–2017

Grave Danger Games, Montreal

- Established the creative vision for the projects
- Managed the team and project pipeline
- Coordinated PR, localisation, testing, events and social platforms
- Additional game and level design, programming

Lead Game Designer

2007–2013

Ubisoft, Montreal

- Managed the game and level design team
- Established document and approval pipelines
- Collaborated with project leads
- Designed game mechanics and systems

Lead Game / Level Designer, Writer

2004–2007

DC Studios, Montreal

- Managed the design and narrative team
- Established game design company standards
- Collaborated with project leads and clients
- Designed game mechanics and systems

PUBLISHED GAMES

Dice Royal Mobile

Mighty Cuphead Adventure

TMNT: Shredder's Revenge

Steel Assault

Panzer Paladin

Night Lights

AFTERGRINDER

Soulless: Ray of Hope

Assassin's Creed: Brotherhood

Shorts

Petz Sports: Dog Playground

My Weight Loss Coach

Thrillville: Off the Rails

Code Lyoko

Hannah Montana

Whac-A-Mole

Cinderella's Magical Dream

Fear Factor Unleashed

Winx Club

Rayman 2: the Great Escape

Solo Developer

Level Designer

Level Designer

Level Designer

Lead Level Designer

Game Design Consultant

Creative Director / Producer

Game Design Consultant

Mission Game Designer

Level Designer

Lead Game Designer

Lead Game Designer

Mini-Game Game Designer

Lead Game Designer

Lead Game Designer

Lead Tester

Lead Tester

Lead Tester

Lead Tester

Tester

CANCELLED PROJECTS

G.I. Joe: Snake Eyes

Rainbow Six: Patriots

Enemy AI Game Designer

Team Lead & EAI Game Designer

EDUCATION

AEC – Mobile App Dev

Ahuntsic College, Montreal

Swift · Kotlin · JS · 2026

Creative Team Management

HEC, Montreal

2010

AEC – Programming

Demers Institute, Longueuil

C/C++ · VB · HTML · 1999

INTERESTS

GENRES

A-RPG · Action · Adventure ·
Arcade · Beat'em up · Casual ·
Hockey · Horror · Metroidvania ·
Party · Platformer · Puzzle ·
Racing · Rogue-Lite · Shmup ·
Simulation · Social · Tactical ·
Top-Down · Tycoon · Turn-based ·
Twin-Stick · Vehicle Combat ·

HOBBIES

Road trips (QC, ON, Maritimes) ·
Electronics modding & bashing ·
Comics & Cartoons of all genres ·
Autosport (F1, NASCAR,
Rallycross) ·

Unhealthy obsession with
Raging Sharks & Killer Crocs
movies