

CHARLES TRAHAN

Game Designer

Portfolio: charlestrahan.com

ABOUT

Senior Game Designer with experience in gamification, AR/VR game development, product management, applied research, and marketing.

- Bachelor and Master of Arts from NAD, School of Digital Arts, Animation and Design - UQAC.
- Proficient in Unreal Engine, Unity, 3ds Max, Photoshop, Illustrator, After Effects, and Premiere.
- Excellent verbal and written communication skills in English and French.

EXPERIENCE

PRODUCT OWNER | Ubisoft Montreal

Jul 2023 – Oct 2025

Ubisoft Connect is the cross-platform ecosystem of player services for Ubisoft games. Promoted to Product Owner, I managed a portfolio of player-facing products and initiatives.

- Owned and communicated the product vision, aligning business goals with user needs.
- Defined and prioritized features based on value, effort, and impact.
- Leveraged user feedback and data insights to drive continuous product improvement.
- Worked closely with engineering, design, and QA teams, clarifying requirements, facilitating communication, and acting as the primary point of contact for stakeholders.
- Built and managed the product roadmap, identifying and mitigating risks, and making strategic trade-offs to accelerate the delivery of high-quality features.

SR. GAME DESIGNER | Ubisoft Montreal

Nov 2021 – Jul 2023

I joined Ubisoft Connect to help scale Ubisoft's loyalty program, designing and operating cross-game engagement experiences that increased ARPU across the ecosystem.

- Wrote and maintained game design documentation.
- Produced mockups, flowcharts, and illustrations to support concepts.
- Designed and balanced progression systems, providing players with meaningful goals and rewards.
- Leveraged user feedback and data insights to improve engagement, retention, and monetization.
- Kept up to date with industry trends, best practices, and competitors, to inform design decisions.

GAME DESIGNER | Super Splendide

Jan 2021 – Nov 2021

Development of a VR application aimed at bringing nature to those who cannot access it. The project is deployed and used in 30+ nursing homes and palliative care facilities across Quebec.

- Wrote and maintained game design documentation.
- Stitched, edited, and corrected 360 videos using Mistika VR and Premiere.
- Integrated 360 videos, sounds, and scripts in Unity.
- Conducted research, reviewed information, and assessed feasibility of new VR projects.

GAME DESIGNER | Quebecor

2019 – 2020

Development of AR/VR projects at NumériQ, a division of Quebecor specializing in the creation and marketing of cross-platform content.

- Wrote and maintained game design documentation.
- Produced mockups, flowcharts, and illustrations to support concepts.
- Created 3D models (3D modeling, UV unwrapping, texturing).
- Integrated 3D models, animations, and effects in Unity.

DESIGN CONSULTANT | Freelance

2018 – 2020

Creative services for clients such as Quebecor, Videotron, Le Journal de Montréal, Les Éditions CEC, the SAQ, the Municipality of Papineauville, and the Montreal Economic Institute.

VIRTUAL REALITY RESEARCHER | CRIM

2016 – 2018

Development of a VR game to assist the rehabilitation of visually impaired people. The project was deployed at the Nazareth and Louis-Braille Institute, a leading vision rehabilitation center in Quebec.

- Wrote and maintained game design documentation.
- Designed levels (layout, blockout, playtest, tweaks and iterations).
- Created 3D models (3D modeling, UV unwrapping, texturing).
- Integrated 3D models, animations and scripts in Unity.
- Designed user interface (UI) for mobile app.

EDUCATION

MASTER of Arts, 3D Animation & Digital Design

2013 – 2016

BACHELOR of Arts, 3D Animation & Digital Design

2010 – 2013

NAD, School of Digital Arts, Animation and Design – UQAC

TECHNICAL SKILLS

Game Engines: Unreal Engine, Unity

Scripting: Unreal Blueprint, C#, CSS/HTML

3D Modeling: 3ds Max

Graphic Design & Video Editing: Photoshop, Illustrator, Figma, After Effects, Premiere, Mistika VR

Project Management: Microsoft Office, Confluence, Jira, Miro, Perforce

HONORS

Selection of the 13th International Philosophy of Computer Games Conference

2019

Game Philosophy Network