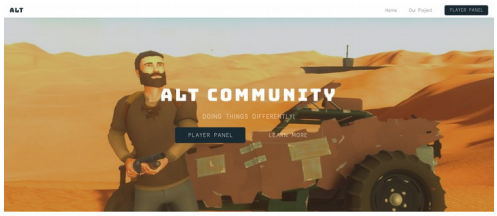
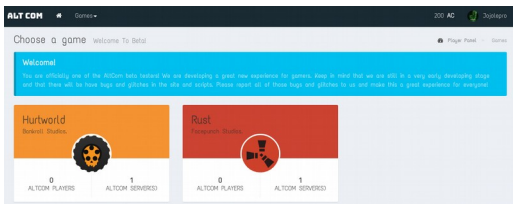
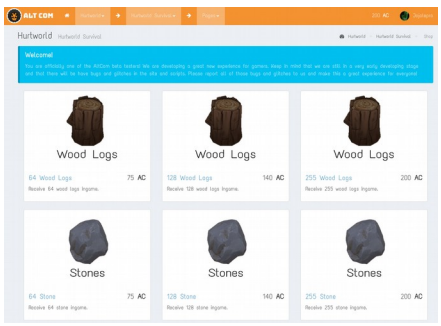
JOËL LUPIEN

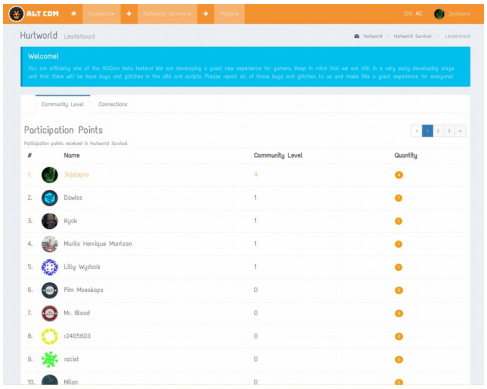
Montréal, Québec, Canada
joel.lupien2@gmail.com
https://www.linkedin.com/in/joellupien/

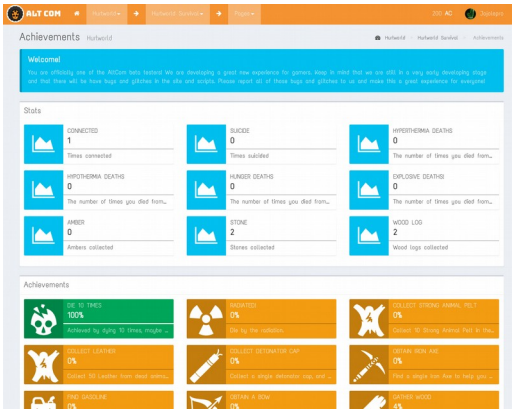
AltCom.io

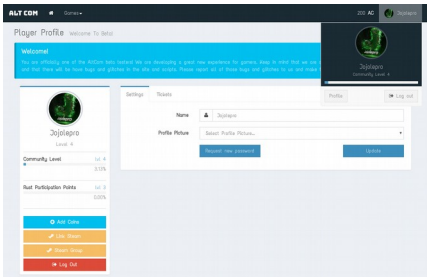






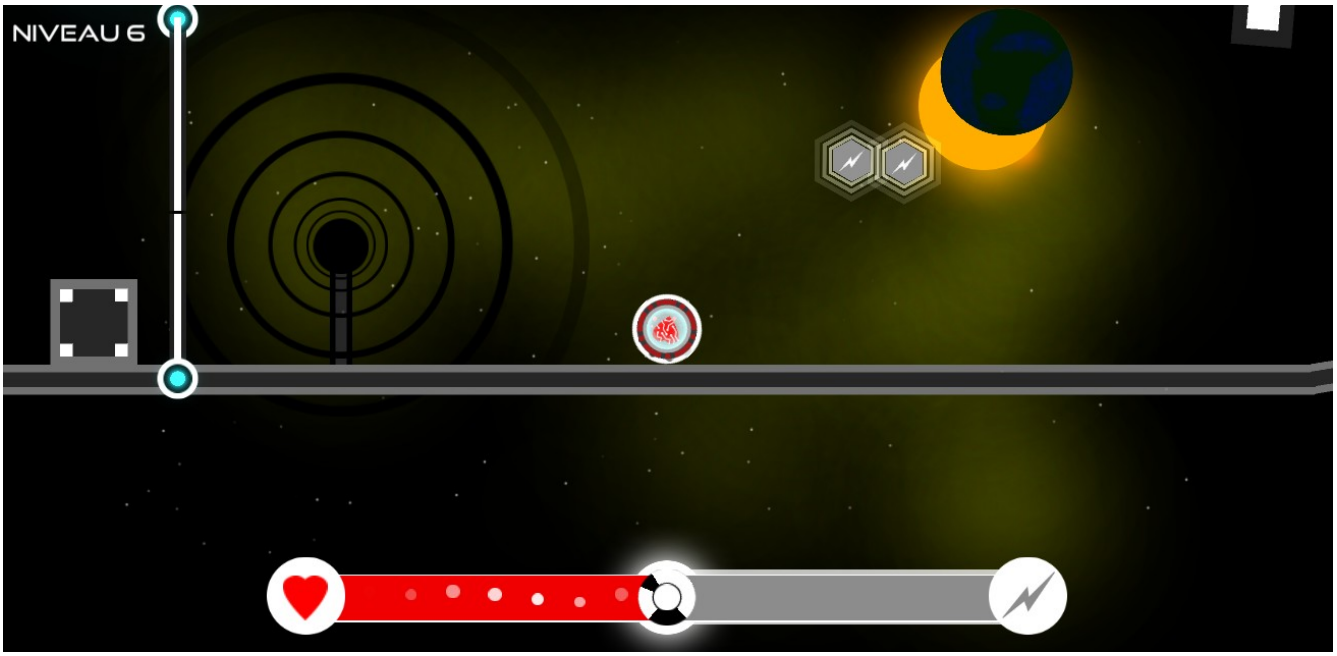






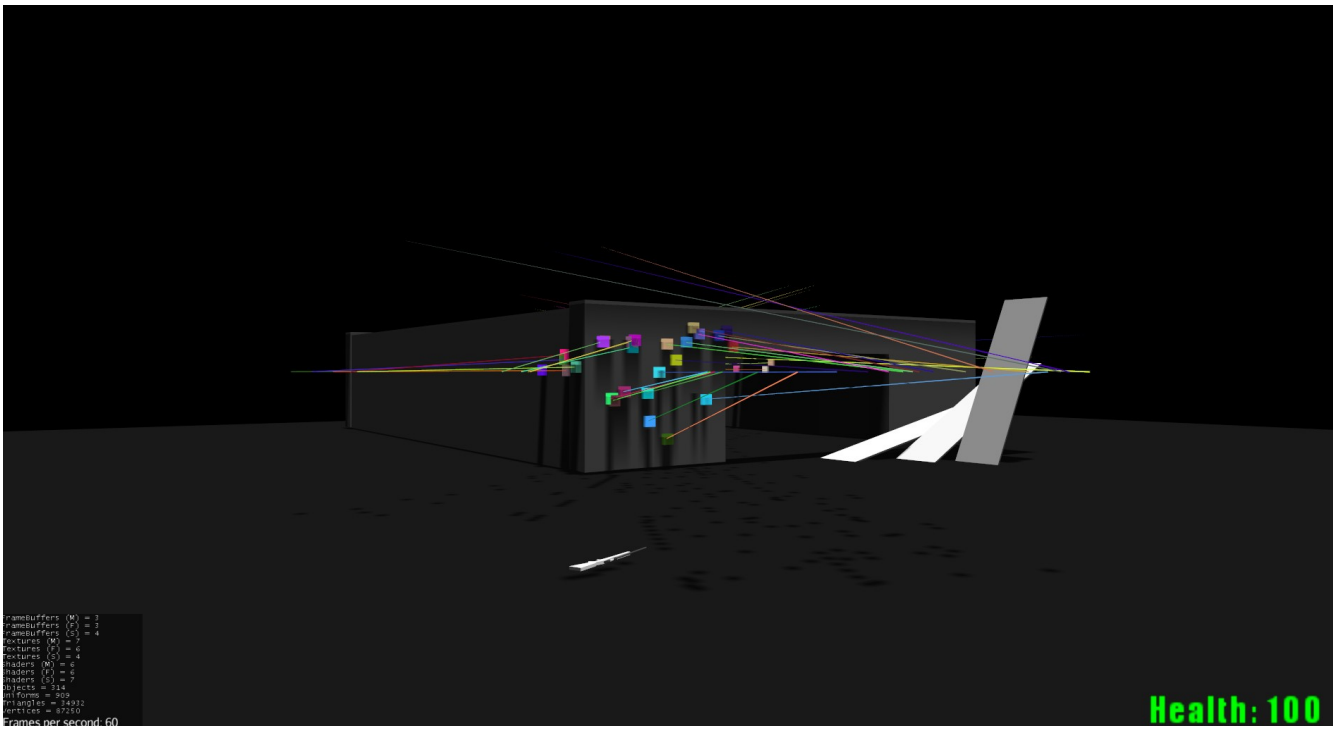
Description: A website collecting statistics about people playing on dedicated game servers. It provides statistics, achievements and a shop where you can buy items from points collected from unlocking achievements or bought.
Project Start: Summer 2017
Work Time: 300 hours, Team of 2.
Language/Technology: Php/Laravel/Paypal API, Gnu/Linux LAMP + Postfix, C#/Oxide Modding
Source: -
Showcase: https://youtu.be/oELsg7HBCCo

Heart Core



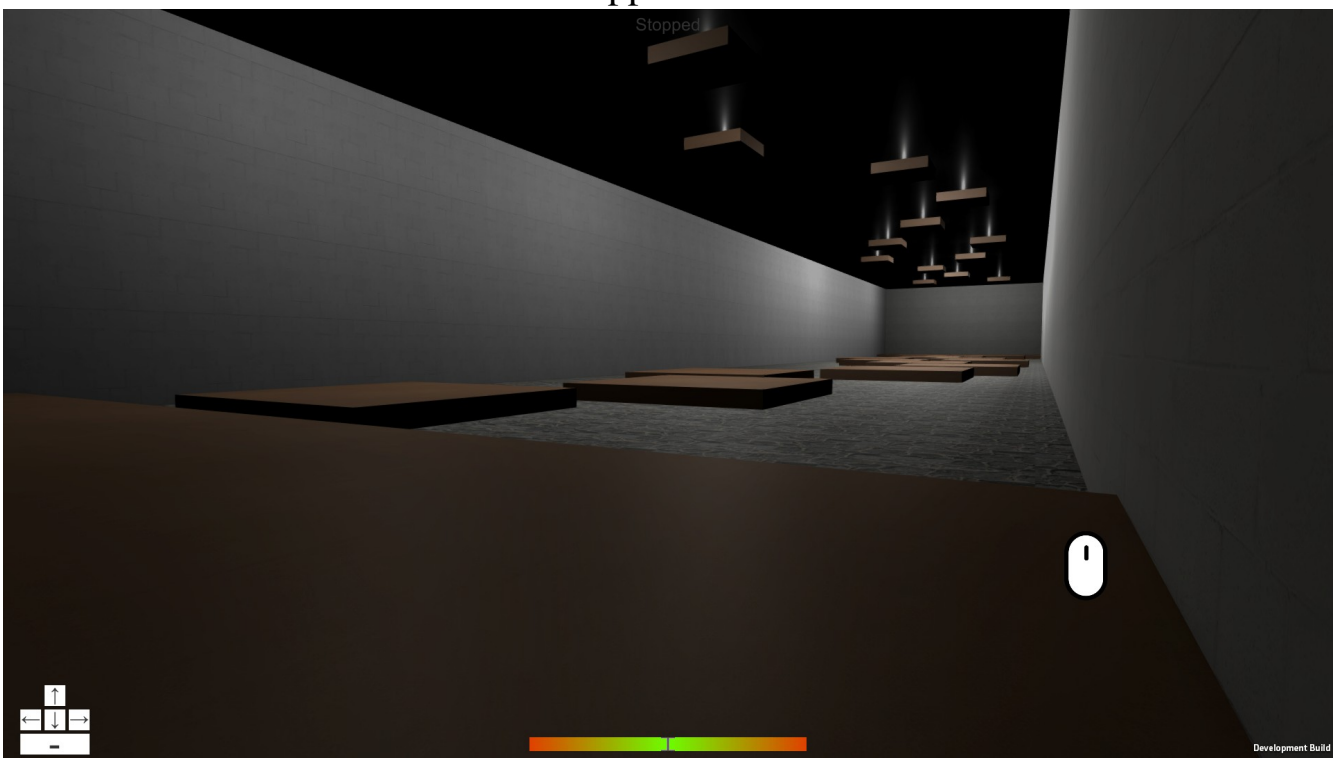
Description: 2D Platformer game. Made during a **40 hours** game jam. **We finished the game jam in third place!**
Project Start: Winter 2016-2017
Work Time: 26 hours – Team of 7
Language/Technology: C#/Unity
Source: -
Showcase: https://youtu.be/VwAjpK45JMI

Back2Life



Description: 3D Multiplayer First Person Shooter game experiment. Has most core features you expect from a modern FPS: Weapon spray, recoil, fire modes, fire rate, ammo count, etc...
Project Start: Early 2016
Work Time: 250+ hours
Language/Technology: Java/JmonkeyEngine/Custom Network Layer
Source: https://github.com/jojolepro/b2l
Showcase: https://youtu.be/Z8DZrxgHi84

HoppinWorld

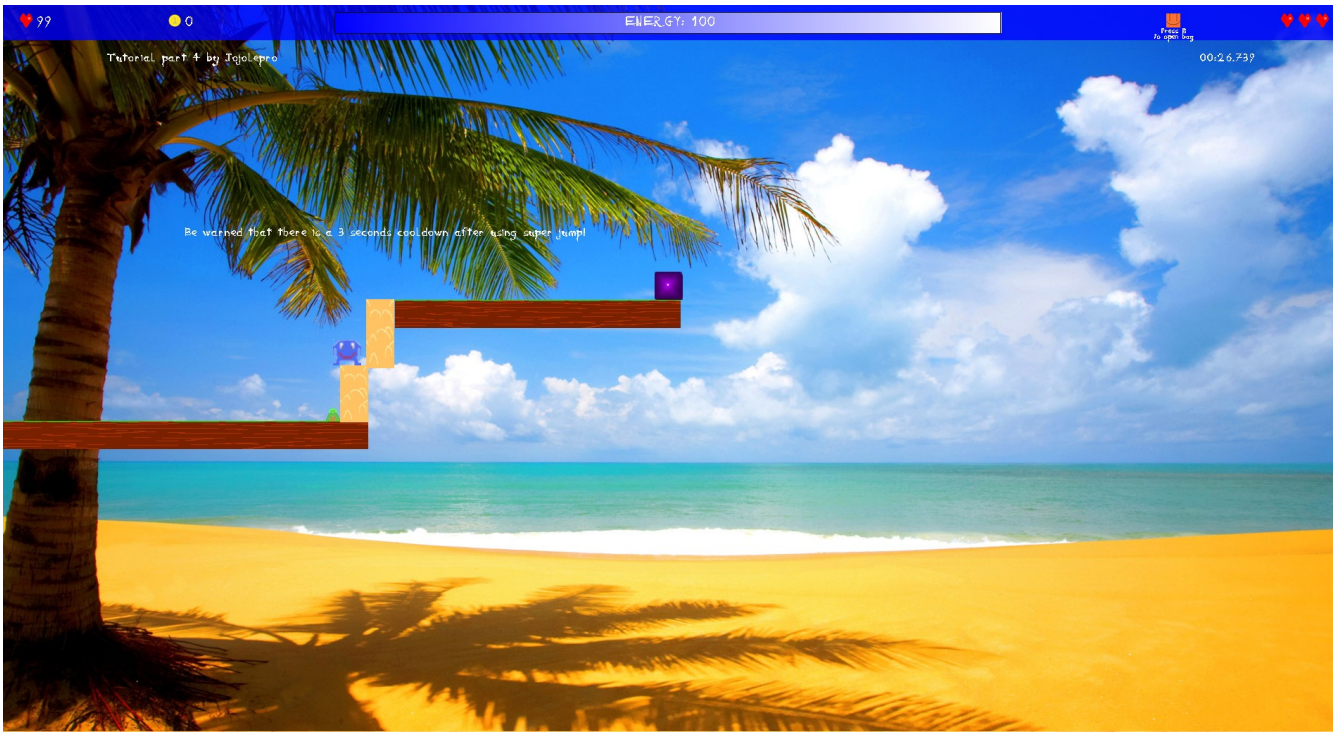


Description: 3D “bunny hopping” game. At the core, it is a platformer game with a twist. Your base speed is slow, but you can get to very high speeds by performing what is known as “air-strafing”. This is done by pressing the movement key perpendicular to the direction vector, and moving the mouse in that direction. (see showcase)
A full rewrite has been done using the Amethyst Engine. More information will be added on this when the project is published.
Project Start: 2017
Work Time: 200+ hours + 300 hours on the rewrite
Language/Technology: C#/Unity then Rust/Amethyst
Source: https://github.com/hoppinworld
Showcase: https://youtu.be/8Jw-v2RPtvw
Website: https://hoppinworld.net/

World Digger Mobile

Description: My first **published** game! It is a 2D incremental digging game made using Unity. You press a block on the screen to “mine” it. You then sell it to gain money and buy better tools which makes you mine faster and faster. The whole point of this project was to publish a game, as all of my projects were only private prototypes at the time.
Project Start: 2018
Work Time: 20 hours total!
Language/Technology: C#/Unity
Source: -
Showcase: https://youtu.be/VolZY-qSivc
Play Store: https://play.google.com/store/apps/details?id=com.jojolepro.WorldDigger

Endless Worlds



Description: 2D platformer with multiplayer capabilities and a level editor.
Project Start: 2014
Work Time: 500+ hours, 3 rewrites.
Language/Technology: Java/JSwing
Source: https://github.com/jojolepro/endless-worlds
Showcase: https://youtu.be/boIWehwmcww

ScalEngine

Description: 3D Game engine written in Scala. Originally actor based (Akka framework), then ECS (Entity-Component-System) based. Though I never completed the engine, it had 3d text and model rendering, a 3d obj loader, a fly camera (first-person) and Bullet based physics.
Project Start: End of 2016
Work Time: 400 hours + **100** hours of engineering/planning over 3 rewrites.
Language/Technology: Scala/Akka
Source: https://github.com/jojolepro/ScalEngine
Showcase: https://www.youtube.com/watch?v=Zj2sPz5xJDY

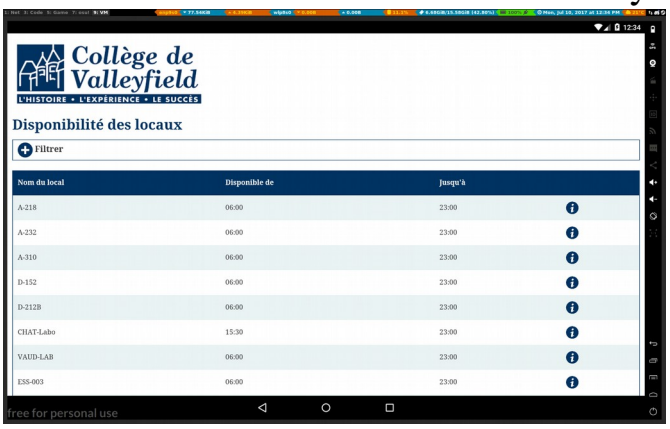
Amethyst

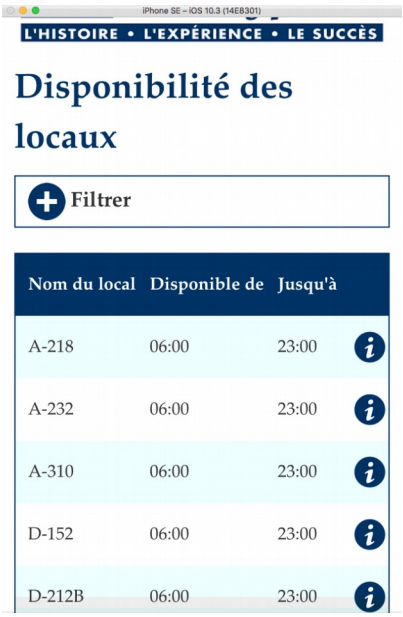
Description: A 3D ECS based **open source game engine**. While I have not created the project, I contributed a lot of code to it (one of the top contributor according to github's statistics) and I am part of the code review team and moderation team.
As of 2018-04-20, I contributed over **3000** lines of code.
Project Start: Joined in September 2017
Work Time: Total unknown. Probably reaching 1000 hours or more if we include the associated tasks like proposing ideas and reviewing code.
https://github.com/amethyst/amethyst/commits?author=jojolepro
Language/Technology: Rust
Source: https://github.com/amethyst/amethyst
Showcase: https://amethyst-engine.org

http://SEECoV.org

Description: A blog-like website for the teacher union of the cegep of Valleyfield. It has a custom administration interface allowing the customisation of the whole website.
Project Start: Summer 2015
Work Time: 200 hours + maintenance.
Language/Technology: Wordpress/Html/Css/Php
Source: -
Showcase: -

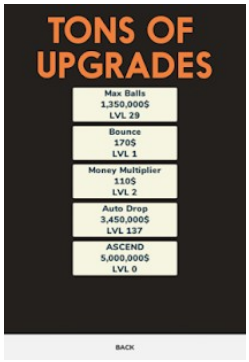
EasyColval





Description: Mobile port of an angular 4 application. Cordova was used to create the mobile executables/installers. The application indicates when the different computer laboratories are available throughout the cegep of Valleyfield.
Project Start: Summer 2016
Work Time: 55 hours
Language/Technology: Html/Css/Typescript/Cordova
Source: -
Showcase: -

Drop Your Balls



Description: A small incremental game where you drop balls. When a ball hits the ground, you gain money based on the vertical velocity of the ball. You then use this money to increase the gain per hit to get even more money and more balls.
The point of this project was to observe market and player behaviors when exposed to a low effort, highly addictive game.
Project Start: April 2018
Work Time: 7 hours + 5 hours for graphical updates
Language/Technology: C#/Unity
Source: -
Showcase: -
Play Store: https://play.google.com/store/apps/details?id=com.jojolepro.DropYourBalls

Other Prototypes

Here are some game experiments I did that may interest you.

CrazyFall: 2D game where you avoid falling blocks by moving left or right.
https://www.youtube.com/watch?v=bALX-01LAEA

DynaMaze: 2D maze game where walls periodically appear and disappear.

Taiko-copy: A copy of the osu!taiko gamemode. Uses osu map files. Made using the Amethyst engine.
https://github.com/jojolepro/taikocopy
https://www.youtube.com/watch?v=JKonXo2KbXo

MusiMaze: A procedurally generated “maze” made of lines that you need to follow with your cursor/mouse. The maze is generated from midi files and the music is played from a mp3 files.
https://www.youtube.com/watch?v=0AJjQkNMUdc