

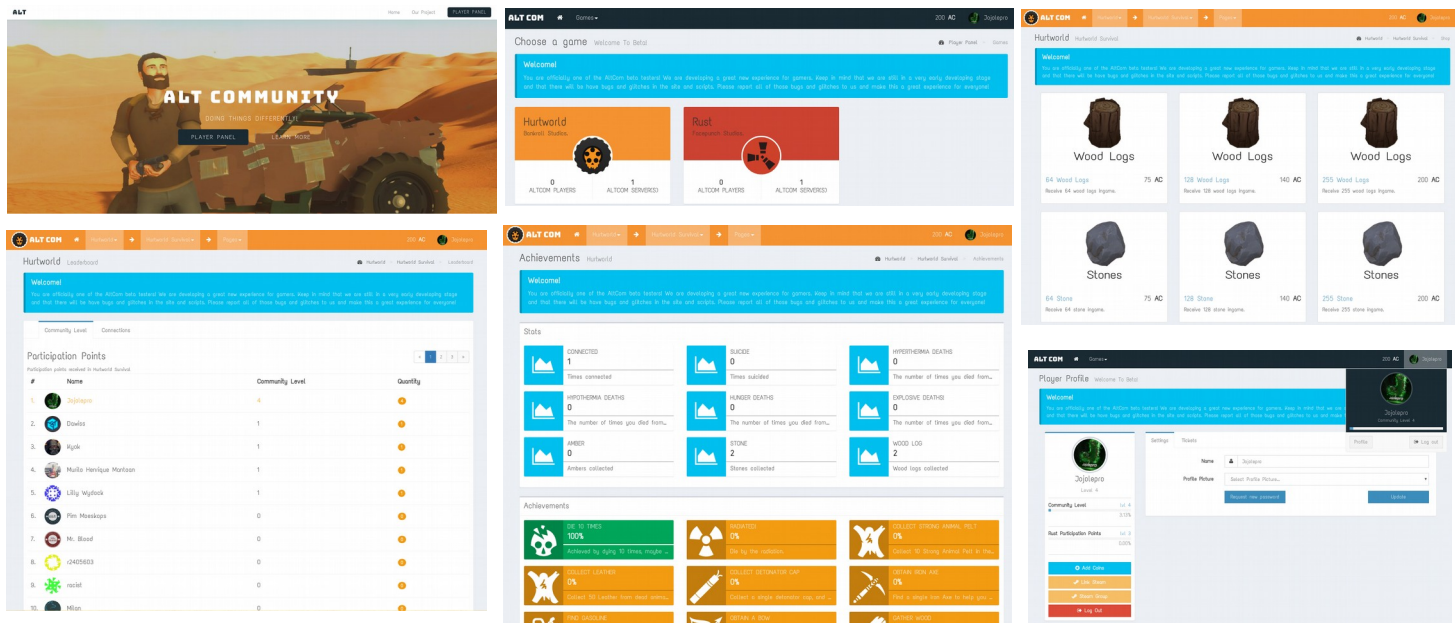
# JOËL LUPIEN

Montréal, Québec, Canada

[joel.lupien2@gmail.com](mailto: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

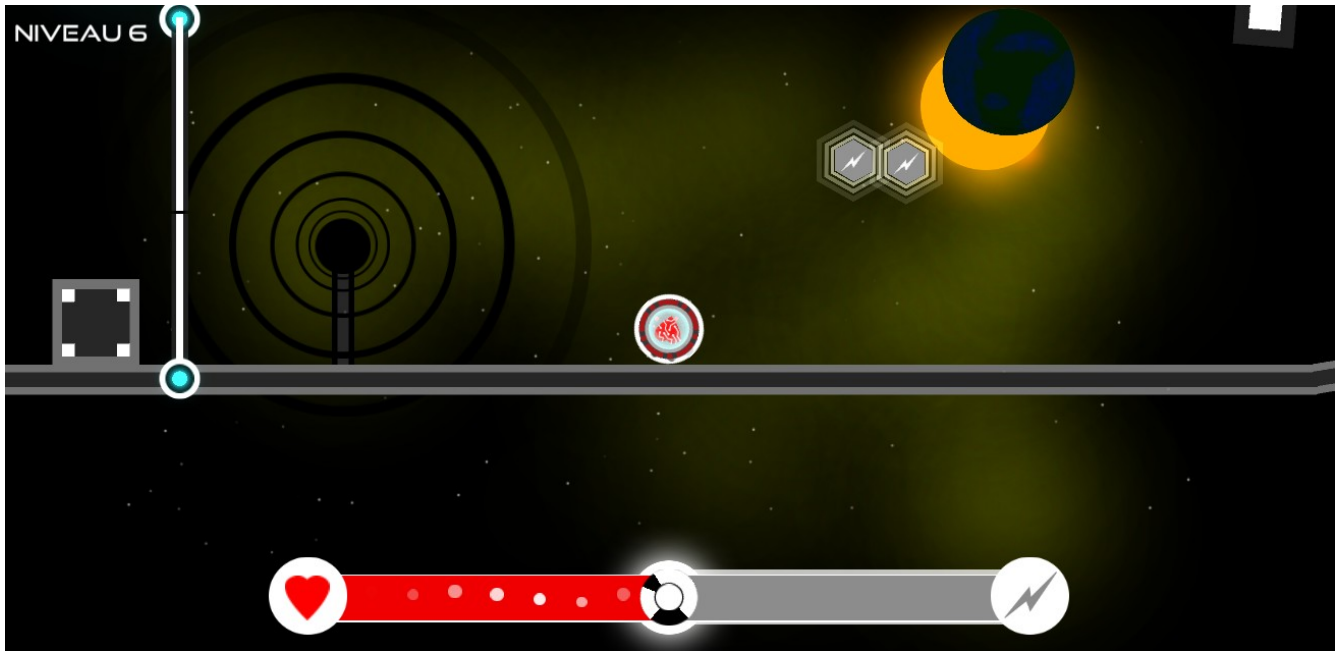
**Work Time:** 300 hours, Team of 2.

**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

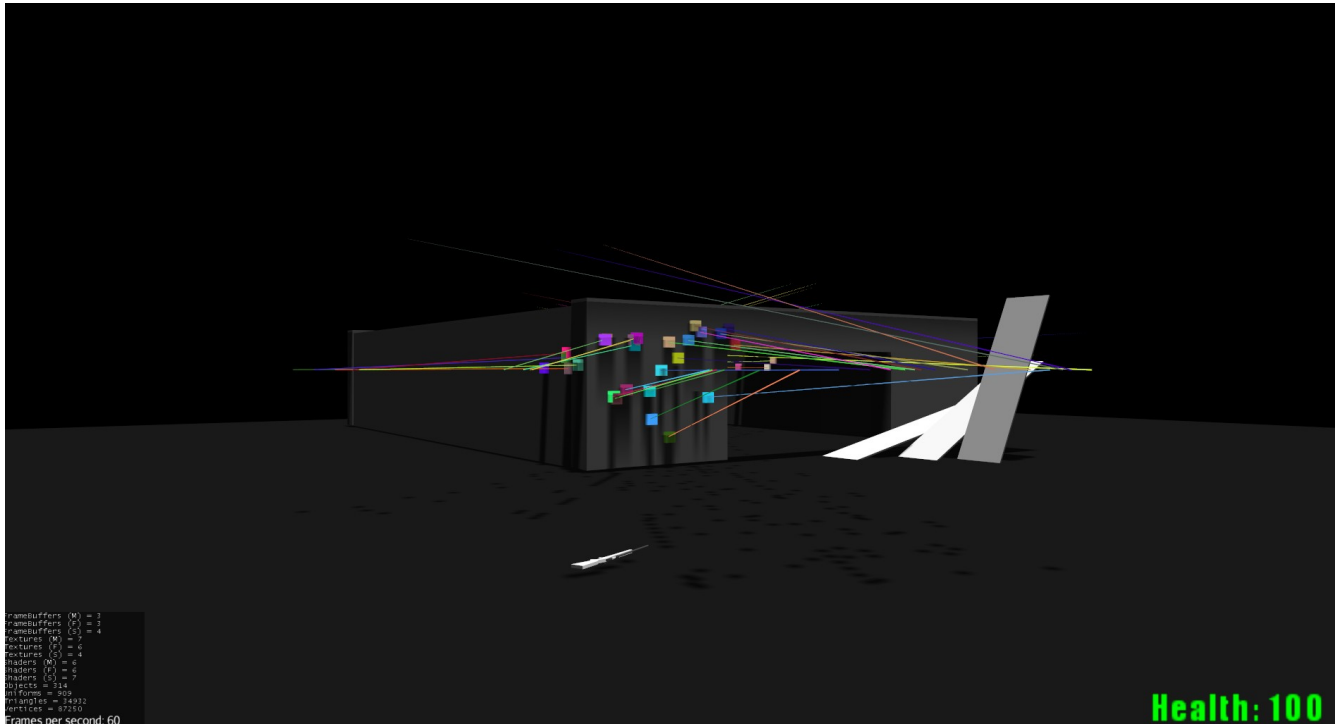
**Work Time:** 26 hours – Team of 7

**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

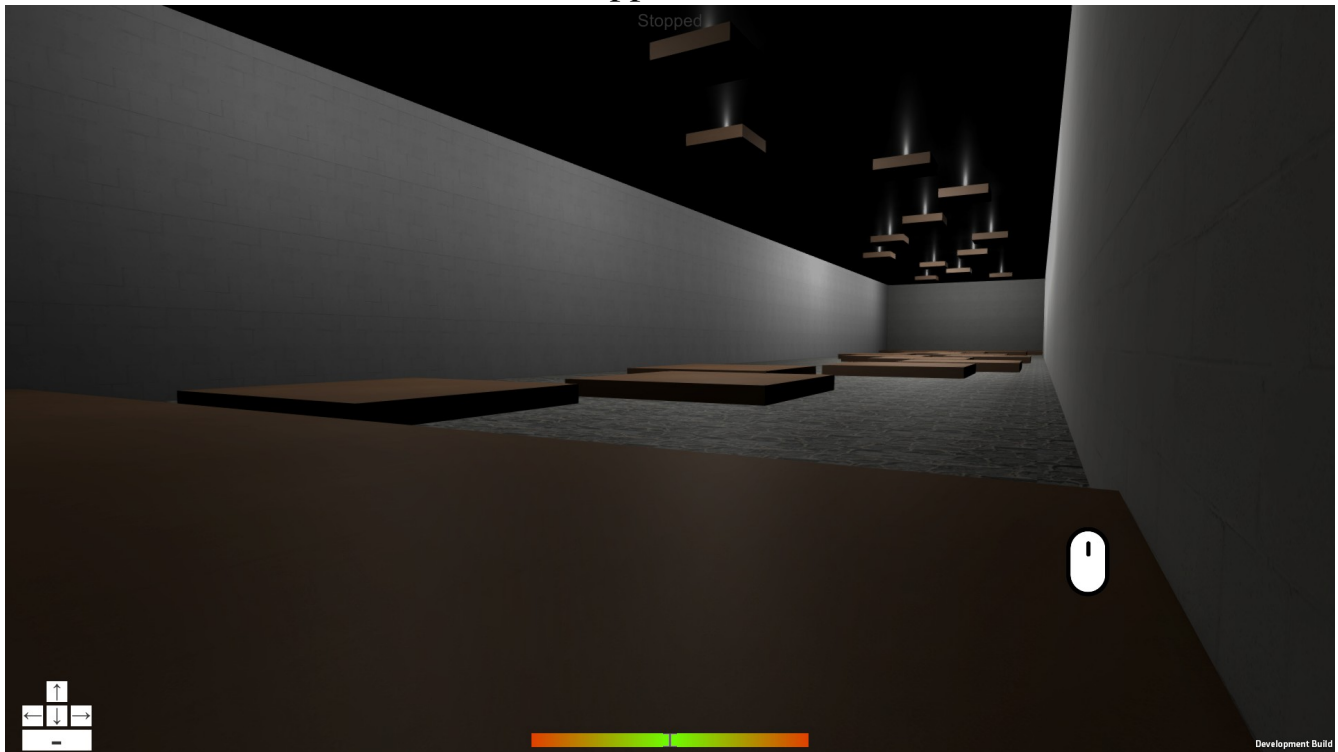
**Work Time:** 250+ hours

**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-strafting”. 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-v2RPtw>

**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

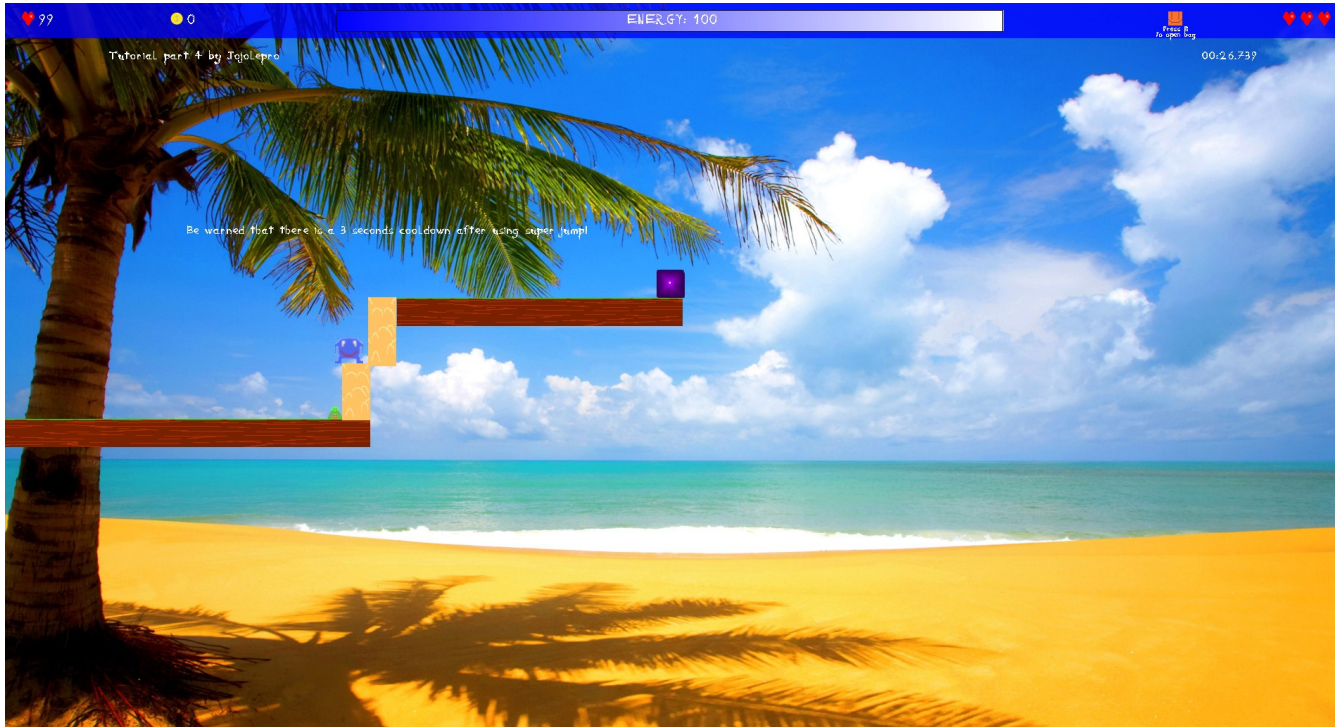
**Source:** -

**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/boIWehwmcw>

## 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>



SYNDICAT  
DES ENSEIGNANTES  
ET DES ENSEIGNANTS  
DU COLLÈGE DE VALLEYFIELD

ACCUEIL COMITÉS DOCUMENTS ET OUTILS LIENS FAQ MÉDIAS



Something went wrong when trying to display this form.

### L'ACTUALITÉ

#### Le Phare 3.03 – Je ne solliciterai pas un 4e mandat à la présidence du SEECOV

2018-03-08

C'est ma 39e session au Collège de Valleyfield. Ma 20e session d'hiver. Depuis 10 ans, ma contribution a surtout été d'enseigner la langue et la littérature, mais aussi d'occuper des fonctions de représentation dans diverses instances du collège : coordination départementale et de programme, commission des études, conseil d'administration, comité exécutif du collège, instances syndicales locales... [...]

#### Le Phare 3.02 – Assemblée générale du mardi 13 février : un aperçu

2018-02-09

Chers-es membres, Ainsi se terminait mon Phare de novembre dernier : « Des assemblées pleines, des membres solidaires et le soutien syndical des départements aident notre employeur à avoir des révélations qui lui permettent de prendre les décisions correspondant à ce que souhaitent vraiment les profs. » Pas très convaincant, sans doute, car, faute de quorum, l'assemblée du 29 novembre... [...]



### NOUS JOINDRE

Syndicat des enseignantes  
et des enseignants du  
Collège de Valleyfield

seecv@colval.qc.ca

450 377-2860 ou 450 373-  
9441 poste 422

Fax: 450 373-7719

169 Champlain, Salaberry-  
de-Valleyfield, J6T 1X6

**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>