Jules Ramos
Portfolio

Linkedin - Github - Itch.io

I've been passionate about video games for many years, and recently game development has become a passion and then a professional project for me. I'm particularly familiar with Unity and Unreal Engine.

In addition to creating projects for courses, I've taken part in GameJams such as UQAC's Fall 2023 and Winter 2024 WonderJams. As a programmer, I represented the UQAC in the 2024 Game Lab Competition organized by Ubisoft.

Croquettes Gang
Game Lab Competition by Ubisoft

2-player network game. Your goal is to protect a sleepwalker managed by an AI in order to loot croquettes during a 2-minute night.

8-person group project on Unreal Engine 5. I worked on the gameplay and network programming.

Nominated for:

- Best art direction
- Best technical challenge and innovation
- Best creativity and theme integration
- Jury's price

Itch.io page

Steam page

Architect Life: A House Building Simulator
Shine Group - edited by Nacon

Create dream homes! From 3D plan modelling through to on-site decision-making, you must bring each project to life while giving free rein to your creativity, to take your architectural firm to the pinnacle of the profession.

20-person team project on Unreal Engine 5. I worked on adding features and feedbacks, on game debugging and polishing, and on Xbox Series X and Switch versions development.

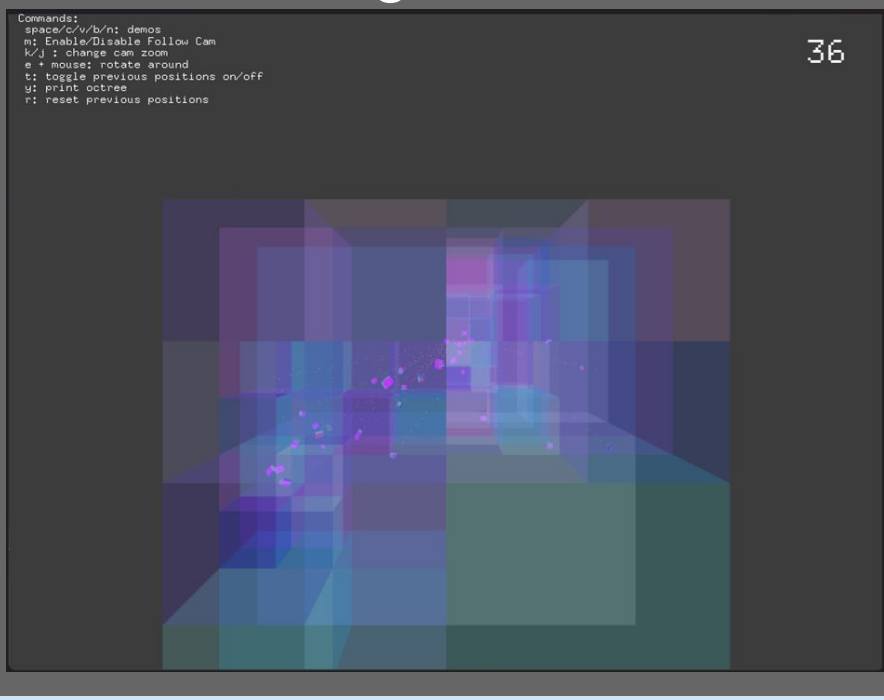
Steam page

C++ physics engine
Mathematics and physics for video games course

Development with C++ of different mini-games, in order to create and expand a physics engine in several stages. Open framework was used for graphic display. Team of 3 people.

Peer coding: detecting, managing and resolving collisions, force registers, forces and gameworld.

Individual work: displaying objects in open framework, user interface and inputs, custom matrices implementation.



Github repository

Video demonstration

Musical DNA
Winter 2024 WonderJam

Rhythm game based around lighting up enemy lines to adapt your defender's color.

6-person team project made in 48h with Unreal Engine 5. I worked on gameplay programming and on enemy patterns.

Itch.io page

Video demonstration

Ruins of Silence
Video game conception and development course

Puzzle game playable by deaf and hearing-impaired players. The deaf main character is able to visualize sounds and must use this to solve several puzzle rooms in order to escape the ruins.

4-person team project made with Unity. I worked on the game design, gameplay programming, area 1 and 3 level design, final boss and end credits.

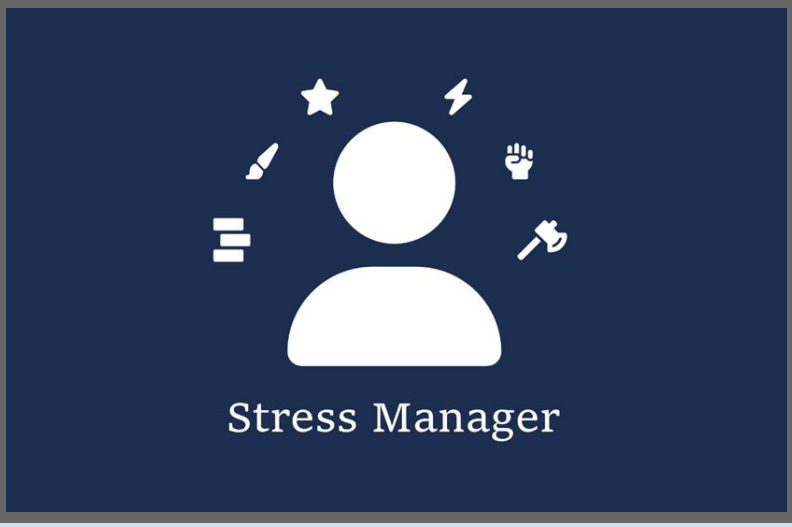
Stress Manager
3D interactions and VR course

4-person team VR application made with Unity for stress management as part of the 3D and VR interactions course. Mix of rooms to let off steam and of “zen” rooms.

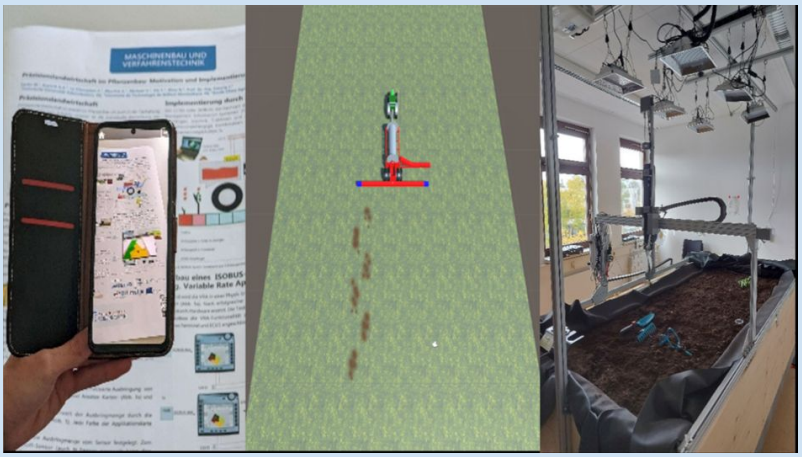
I worked on the rage room, bricks room and drawing room.

Itch.io page

Video demonstration



AR posters and pedagogic simulations
Research and development



LeonAR project and simulations development with Unity for the Digital Farming lessons of the Technical University Kaiserslautern.

A phone application displays additional data about posters in AR, another one lets students visualize a farm bot data in real time in AR, and a last computer application lets them simulate and control virtual farming machines from a real world control panel.

I worked alone during a 6-month internship.

LeonAR Github repository

Video demonstration

AR assembly instructions for Legos
Virtual worlds semester project

Development in Unity of a Lego AR assembly instructions application on mobile and a desktop application for creating instructions with a 4-person team.

I worked on the AR implementation, on the phone application development and on the UI.

Github repository

Video demonstration