vicky.bilbily@gmail.com
Montréal, QC / Chicago, IL

Vicky Bilbily

vickybilbily.dev
linkedin.com/in/vickybilbily

Multi-disciplinary software developer with strong UX & product sensibilities.

Experience

Educational Game Developer & Designer - Creatubbles   Jan 2024 - Present

Skills: Lua, instructional design, UX design, Figma

- Serving as project owner for SuperCode Saga, a series of educational computer science games for kids; defining high-level curriculum structure, learning objectives, and game progression, translating these outlines into individual design briefs, delegating implementation tasks, and overseeing final product cohesion.
- Contributing hands-on to game development across multiple projects, spanning level design, gameplay scripting, narrative content, and instructional writing.
- Partnering with engineers to prototype and improve the UX of the interactive tutorial system.
- Demonstrating strong self-management and initiative in a fast-paced EdTech start-up environment.

Programming Instructor - Creatubbles   June 2023 - Jul 2025

Skills: Lua, teaching

- Led makerspace-style online coding sessions for kids ages 8–14, mentoring on computer science concepts, project scoping, and debugging, as students developed independent game projects.
- Designed and built multiplayer game demos that were played together by students as part of class activities.

Gameplay Programmer - Behaviour Interactive   Jun 2020 - May 2023

Unannounced Project | *Skills: Unreal Engine 5, C++, PC/console*

- Developed networked gameplay features such as interactive objects and player abilities by leveraging the Gameplay Ability System, exposing functionality to designers through Blueprints.
- Worked iteratively with designers on AI Behavior Trees by creating custom nodes.

Jurassic World: Primal Ops (shipped) | *Skills: Unity, C#, Javascript, Node.js*

- Developed the main game-entry flow as owner of the world map and mission setup features.
- Built data-driven meta-game features across the back-end and front-end, such as timed dispatch missions and time-limited events.

Graduate Researcher - University of Toronto   Sep 2018 - May 2020

Skills: UX research, academic writing, Swift, iOS, Javascript, HTML5 Canvas

- Published first-author HCI (human-computer interaction) research at a top conference, UIST.
- Developed, executed, and analysed user studies using user-research techniques: usability testing, interviews, surveys, and thematic analysis.
- Designed and implemented research prototypes using iOS and web technologies.

Teaching Assistant - University of Toronto   Sep 2018 - Dec 2019

Software Developer Intern - Autodesk   May 2017 - Aug 2017

Software Developer Intern - CIBC Live Labs   Jan 2017 - Apr 2017

Education

Master of Science, Computer Science - University of Toronto   Sep 2018 - Jan 2020

- Specialization: Human-Computer Interaction.
- Thesis: "Space, time, and choice: A unified approach to flexible personal scheduling" (published at UIST)

Bachelor of Engineering, Software Engineering - McMaster University   Sep 2013 - Apr 2018

Skill Summary

Software development: Lua, C++, C#, Unreal Engine, Unity, JavaScript, Node.js, React, HTML/CSS, Python, Swift, iOS
Design: UX design, UX research, instructional design, Figma, Adobe Photoshop, Adobe Illustrator
Spoken languages: English (native), French (professional working proficiency)