

Justine Pepin

Technical Game Designer

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Quick learner & dedicated team member who likes to design games while propagating happy vibes!
I have over 2 years of experience in game development, and 3+ years of experience as a software developer. I help teams to design and implement inventive gameplay mechanics that play smoothly.

I love opportunities where I can unleash my creativity and get technical, all the while being surrounded by a bunch of enthusiastic, passionate and kind coworkers. I also like to learn new software, so if you have a challenge for me, I'm up for it!

Experience

- **Gameplay Designer - The Coalition Studio** Oct. 2023 - Present
 - Designed, documented and prototyped, using blends of C++ and Blueprints, interaction and traversal gameplay features that align with the project's vision.
 - Liaised efficiently with the animation, cinematics and engineering departments as a feature owner to communicate limpid design intentions and achieve the targeted quality level within deadlines.
 - Created reusable and modular gameplay pieces that fits the need of the level design and cinematics teams.
 - Suggested architectural improvements to facilitate class communication and reduce the project's technical debt.
 - Tools: Unreal Engine, C++, Blueprints, Perforce, Jira, Confluence, Murals.
- **Game Design Final Project: Alchemy Frogs - Vancouver Film School** Apr. - Oct. 2023
 - Designed and developed a 20 min. puzzle-platformer game from the ideation phase to the polish phase, as part of 6-student team. The game design was a team effort during pre-production.
 - Modeled and textured 50+ environment props.
 - Authored the step-colour and the blend shaders used to create our visual style.
 - Created 15+ vfx and implemented minor programming functionalities.
 - Tools: C#, Unity, Maya, ZBrush, Substance Painter, Substance Designer, Git, Jira, Miro.
- **UBISOFT Game Lab Competition 2022** Feb. - March 2022
 - Represented Université de Montréal for this 10-week competition (8-student team).
 - Designed and programmed the 2 main characters abilities for a beat 'em up.
 - Implemented the enemies' AI, with patrol, swarm and attack behaviours.
 - Tools: C#, Unity, Photoshop, Blender, Git.

Studies

- **Game Design Diploma**
Vancouver Film School
Oct. 2022 - Oct. 2023
- **Computer Science Master's Degree**
Université de Montréal
Sept. 2020 - Nov. 2022
- **Computer Engineering Bachelor's Degree**
École polytechnique de Montréal
Sept. 2015 - Dec. 2019