Justine Pepin
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 with the animation, cinematics and engineering departments to communicate 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, created 15+ vfx.
- Authored the step-colour and the blend shaders used to create our visual style.
- **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