Dillon Bellefeuille

UI Engineer

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Introduction

UI Engineer with 6 years of experience developing original PC games and applications, specializing in Unreal Engine development. Skilled in implementing robust and responsive user interfaces while adhering to tight production deadlines.

Experience

Unreal Engine UI Engineer
Canoo, Remote
April 2022 - Present

- Used Unreal Engine and Qt to create HMI software that would be delivered on production vehicles.
- Worked with team to develop a comprehensive set of HMI components.
- Worked closely with UI/UX team to ensure designs were completed to spec within in Unreal Engine.
- Collaborated with the scrum master to break down tasks and maintain the embedded software backlog.

Grocery Manager
Shaw's Supermarkets, Walpole, NH
September 2015 – April 2022

- Ordered for and managed inventory levels for grocery, dairy, and frozen departments, contributing to a sales increase of 46%.
- Consulted with vendors from 20+ external companies to meet store inventory needs and receive credit for out-of-code products.
- Accepted incoming warehouse and vendor deliveries, verifying invoices for accuracy.
- Mentored team members leading to a department efficiency increase of 25%.

Into the Knight (PC) | Shipped April 2021

- Designed and developed all game functionality, including gameplay, UI, and visual effects.
- Improved game experience by gathering feedback from 6 testers.
- Consulted with 2 external artists to create assets that followed the project's existing art style.
- Created a modular interface system that allowed menus to be quickly created and customized.

Skills

Game Engines: Unreal Engine, Godot

Programming/Scripting: C++, Blueprints, C#, JavaScript, Python

Front End: Qt/QML

Web Development: HTML5, CSS3

Source Control: Git, Perforce, Bitbucket

Visual Studio

Jira

Agile

Blender

Adobe Creative Cloud

Microsoft Office Suite

Education

Southern New Hampshire University, Manchester, NH

B.S. Game Programming and Development (GPA 3.9/4.0)

2017-2020

Game Development Coursework

- Programming and scripting in games (C++, Blueprints)
- 3D game design
- AI enemy behavior design and scripting

Keene State College, Keene, NH

B.S. Computer Science

2015-2016 (Transferred)

Relevant coursework

- Led a team of 4 to create a responsive website based on client needs