

# Dillon Bellefeuille

UI Engineer

Phone: (603) 477-6449

Email: bellefeuille Dillon@gmail.com

North Walpole, NH

## Introduction

UI Engineer with 6 years of experience delivering polished user interface systems for original PC games and embedded applications. Proficient in Unreal Engine (Blueprint and C++) with a strong focus on modular, maintainable, and responsive UI development. Proven ability to meet production deadlines through self-motivated, collaborative problem-solving.

## Experience

### UI Engineer - Unreal Engine/Qt

Canoo, Remote

April 2022 – January 2025

- Developed and maintained production-grade UI systems using Unreal Engine and Qt for deployment in automotive HMI applications.
- Partnered closely with UI/UX designers and artists to bring interactive interface designs to life within Unreal Engine, ensuring accurate implementation and polish.
- Contributed to a robust library of reusable HMI components to support scalable UI architecture.
- Participated in Agile workflow; collaborated with the Scrum Master to break down feature requests, estimate effort, and manage the embedded software backlog.

### Grocery Department Manager

Shaw's Supermarkets, Walpole, NH

September 2015 – April 2022

- Managed ordering, inventory, and vendor coordination across three sub-departments, leading to a 46% sales increase.
- Mentored and trained staff to improve department operations, increasing team efficiency by 25%.
- Maintained accuracy and accountability for daily deliveries and inventory reconciliation.

### Into the Knight (PC) | Shipped April 2021

- Designed and programmed all core systems, including UI, gameplay logic, and visual effects.
- Built a modular UI framework that enabled rapid creation and customization of in-game menus.
- Gathered and implemented feedback from testers to improve usability and player experience.
- Coordinated with external artists to integrate consistent visual assets aligned with the game's design vision.

## Skills

### Game Engines & UI Development:

- Unreal Engine (Blueprints, C++)
- Godot
- Qt/Qml

### Programming & Scripting:

- C++
- JavaScript
- Python
- C#

### Tools & Workflow:

- 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

- Courses in AI behavior scripting, 3D game design, and C++/Blueprint development

### Keene State College, Keene, NH

*B.S. Computer Science*

2015-2016 (Transferred)

### Relevant Coursework

- Led a 4-person team to build a responsive client-focused website as part of coursework