

Dillon Bellefeuille

Software Engineer | Frontend & Systems

North Walpole, NH • (603) 477-6449 • bellefeuilledillon@gmail.com • <https://dillonbellefeuille.com/>

Experience

Founder, Game Developer

January 2025 – Present

Rolling Pixels

- Designed and implemented core gameplay systems in Unreal Engine 5 using C++ and Blueprints.
- Built reusable plugins and tools (replay system, UI manager).
- Designed multiplayer game logic including replicated player state, turn systems, and replay playback.
- Developed a custom Blender to Unreal content pipeline with a Python add-on and UE5 importer/validation plugin.
- Managed project planning, direction, and prototype iteration for a commercial-ready game.

UI Engineer - Qt, Unreal Engine

April 2022 – January 2025

Canoo - Remote

- Designed and developed Qt/QML and Unreal Engine interfaces for embedded software environments, with focus on usability, clarity, and maintainability.
- Translated functional requirements and Figma mockups into fully implemented UI components aligned with product and UX goals.
- Implemented reusable UI components and layouts to support scalable interface architecture across products.
- Worked closely with cross-functional engineering, hardware, and UI design teams to refine requirements and ensure accuracy.

Projects

Qt Template Applications (QML, C++)

December 2025 – Present

- Created Qt Quick (QML) user interfaces emphasizing responsiveness, usability, and maintainable component design.
- Bridged QML and C++ through well-defined interfaces, leveraging signals/slots and property bindings for reactive UI behavior.
- Implemented asynchronous data flow and state management to keep UI responsive under real-time updates.
- Established scalable project structure and reusable UI patterns aligned with production-grade Qt applications.

Web Application Projects (React)

August 2025 – Present

- Built maintainable and responsive interfaces using React and TypeScript, applying UI standards, accessibility considerations, and reusable component composition.
- Integrated CI/CD pipelines and automated linting to enforce consistent software quality and code structure.
- Connected front-end features with APIs to display external data, ensuring seamless data handling and UI updates.

Skills

UI & Frontend: Qt/QML, React, HTML, CSS/SCSS

Programming: C++, JavaScript/TypeScript, Python, C#

Game Engines: Unreal Engine (Blueprints, C++), Godot

Tools and Software: Git, Perforce, Bitbucket, Visual Studio, Figma, Blender

Education

Southern New Hampshire University, Manchester, NH

May 2020

B.S. Game Programming and Development

GPA 3.9/4.0