

Dillon Bellefeuille

UI Engineer

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North Walpole, NH

Introduction

UI Engineer with experience in delivering polished user interface systems for original PC games and 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.

Professional 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.

Projects

Super Mini Golf (PC)

January 2025 – Present

- Implemented a turn-based multiplayer system in Unreal Engine 5 with replicated player state and scoring.
- Built a synchronized replay system replicating gameplay frames across clients.
- Developed a dynamic level streaming system for seamless stage transitions.
- Created a custom scoring framework with per-stage and cumulative course stats.
- Optimized network replication flows for multiplayer readiness, replays, and score updates.

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++)
- React
- Qt/Qtml
- Godot

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)