

# Jean-Baptiste Siraudin

## Versatile designer & creative engineer

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## EXPERIENCE

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### Game Designer

Ubisoft | 05.2022 - ... | Paris , France

Ubisoft Paris formed a collab team with Massive on Star Wars Outlaws, an AAA open-world action-adventure game.

\* Design owner, leading implementation of features in the Snowdrop engine

### Junior Previsualization Game Designer

Ubisoft | 06.2020 - 04.2022 | Paris , France

Ubisoft Paris formed a collab team with Ubisoft Singapore on Skull & Bones, an AAA open-world multiplayer pirate game.

\* Helped multiple internal teams with design problems in a transversal previz role, with a focus on realization and user experience

\* Design owner on two PvPvE gameplay features, leading the implementation in the Anvil pipeline while collaborating with multiple departments

### Research Engineer Assistant

Ubisoft | 10.2019 - 03.2020 | Paris , France

Ubisoft Editorial Technology team helps studios across the world on multidisciplinary subjects to deliver great games.

\* Developed a Netflix-like web platform using Meteor, React and GraphQL to browse WebGL prototypes and hundreds of editorial content files instantly

\* Implemented 3 prototypes in Unity C# and HLSL compute shaders for demonstrating dynamic Kelvinlets mesh deformations

### Software Engineer

SelfMade | 03.2017 - 08.2017 | NY, USA

SelfMade provides professional photo editing and social strategy to help grow your social brand.

\* Developed Photoshop scripts and plugins connected to the SelfMade online platform to enhance the workflow of image editors

### Creative Software Engineer

GoPro | 06.2016 - 08.2016 | Paris , France

GoPro Pigalle Team (previously Stupeflix) focuses on the development of the editing mobile app Quik.

\* Prototyped and designed one new theme "Lapse", using the in-house python & OpenGL framework node.gl

## PROJECTS

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### Scinema

<https://youtube.com/c/scinemax/>

Scinema is an awarded YouTube Channel popularizing science through the lens of movies.

\* +120 000 subscribers and +1M views

\* Wrote, edited, directed 12 videos

### Papertoy

<https://papertoy.dev/>

A code editor to build interactive prototypes in your browser, with Javascript and Paper.js, all directly playable with a gamepad.

\* Used to create dozens of design docs at Ubisoft

### The Shape of Movies

<https://theshapeofmovies.com/>

The Shape of Movies is a website enabling real-time data viz on the colors of movies.

\* Developed the analysis algorithm in OpenCV/C++ and the website with Next.js

\* More than 100 movies analysed and uploaded to the platform

## EDUCATION

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### Computer Graphics Major

Télécom Paris | Paris, France

2018 - 2020

### Master of Sciences

Ecole polytechnique | Palaiseau , France

2014 - 2018

## LANGUAGES

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English

Fluent

French

Native