

Jean-Baptiste Siraudin

Versatile game designer & creative engineer

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EXPERIENCE

Game Designer

Ubisoft | 05.2022 - ... | Paris, France

* Since January 2025, game designer for an announced game built in UE5

Ubisoft Paris built a collab team for Massive on Star Wars Outlaws, a AAA open-world action-adventure game.

* Feature owner and designer for Kessel Sabacc and Fathier Races minigames, leading the implementation in the Snowdrop engine using visual scripting

* Collaborated with up to 50 people for Sabacc, in art, animation, narrative, sound and tech departments, providing feedbacks and guidance to achieve a cohesive experience

* Stage director on gameplay motion-capture sessions

* Developed 3 python scripts to improve the team workflow in the Snowdrop engine (sequencer, excel-to-data import/export, data sorter/renamer)

* Joined the tech design team for DLC and live operations

Junior Previsualization Game Designer

Ubisoft | 06.2020 - 04.2022 | Paris, France

Ubisoft Paris built a collab team for Ubisoft Singapore on Skull & Bones, a AAA open-world multiplayer game.

* Helped ground gameplay teams in a transversal previz role, delivering prototypes and design documents, with a focus on realization and user experience

* Designer on The Helm, an end-game feature, with a focus on PvPvE gameplay combat challenges, economy and UI, leading its implementation in the Anvil pipeline

* Public speaker at Ubisoft Forward September 2022 public event at Ubisoft HQ to present Skull & Bones and answer questions about the game

Research Engineer Assistant

Ubisoft | 10.2019 - 03.2020 | Paris, France

Ubisoft Editorial Technology team helps studios on multidisciplinary topics to deliver great games.

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

* Developed a Netflix-like web platform using Meteor, React and GraphQL to browse WebGL prototypes and hundreds of editorial content files instantly, which was later turned into an official Editorial project

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 plugins connected to the SelfMade online platform to enhance the workflow of image editors and improve the delivery speed for edits

* Designed and implemented a new web front-end for uploading edited images from Photoshop, as well as the communication and documentation material when deployed

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

PERSONAL PROJECTS

Scinema

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

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

* Wrote, edited, directed 12 videos

* +120 000 subscribers and +1M views

* Science communication award at Frames Festival 2018

Papertoy

<https://papertoy.dev/>

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

* Developed the website with Next.js and Paper.js for the canvas backend

* Used to create design docs at Ubisoft on Skull & Bones and Star Wars Outlaws

* Focused on rapid prototyping rather than extensive documentation

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

Computer Graphics Major

Télécom Paris | Paris, France

2018 - 2020

Master of Sciences

Ecole polytechnique | Palaiseau, France

2014 - 2017

LANGUAGES

English	Fluent
French	Native
Spanish	Scolar