

# Jean-Baptiste Siraudin

## Versatile game designer & creative engineer

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## EXPERIENCE

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### Game Designer

Ubisoft | 05.2022 - ... | Paris , France

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

- \* Feature owner and designer for 2 gameplay activities, leading the implementation in the Snowdrop engine using visual scripting
- \* Collaborated with up to 50 people on one feature, 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)

### 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

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### 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

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### Computer Graphics Major

Télécom Paris | Paris, France

2018 - 2020

### Master of Sciences

Ecole polytechnique | Palaiseau , France

2014 - 2017

## LANGUAGES

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English	Fluent
French	Native
Spanish	Scolar