



MILAN IRIGOYEN

Software Engineer | Game Developer | AI Specialist

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📍 Montreal, Canada

🔗 <https://m-irigoyen.github.io/>

SKILLS

C# • C++ • GLSL

Python • GDScript

Git • Perforce • SVN

Unity • Godot4 • UE5

Scrum

SIDE PROJECTS

Roguelite card game

Unity project of a deck-builder card game inspired by Slay The Spire. Features fully unit-tested data-driven gameplay logic.

BFME: Reforged

Contributed to a fan project remake of the Battle For Middle Earth games.

Prototyped pathfinding for an RTS with long-distance pathfinding for squads with diverse formations, running thousands of units in real time.

Genetic Racer

Originally a codingame AI bot challenge, evolved into a side project with a standalone client. Currently ranked around 400th out of >100,000 contestants on Codingame.

Ludum Dare 55

Keep Talking And Nobody Explodes- style puzzle game in less than 48h with a team of only 3 developers.

Game prototypes

Too many to list here, including some I still hope to release commercially one day. But I will gladly discuss and showcase them in private settings.

EXPERIENCE

Game Developer

2021-Present
Montreal, Quebec

Behaviour Interactive

Unannounced Project | AI programmer (UE5)

- Designed and implemented data-driven high-level decision making system for AI characters.
- Created visualization and edition tools for designers.
- Designed a 3D pathfinding solution based on flow fields.
- Implemented gameplay abilities for enemies.
- Mentoring new hires as part of a buddy system

Dead By Daylight | Systems Programmer (UE4)

- Owner of the in-game character customization.
- Refactored existing architecture in a maintainable long-term solution.
- Introduced data validation and error handling across the game client, preventing customization hacks by players.
- Wrote server-authoritative validation logic on the backend.
- Sanitized production data by fixing player saves at runtime.

Ludia Inc

2019-2020
Montreal, Quebec

Lovelink | Game Programmer (Unity)

- Wrote post-mortem technical analysis of previous project.
- Lead a team of 6 developers during production.
- Designed and implemented architecture for server-authoritative mobile game.
- Designed and implemented version control scheme.
- Implemented deployment workflows for CI/CD, including unit testing of client and backend code.
- Implemented main gameplay feature on both backend and client.

Allegorithmic

2016-2019
Clermont, France

Substance Suite | Software Engineer (C++ / GLSL)

Owner of the baking tools

- Improved performance on large 3D models.
- Refactored architecture to support missing key-features for VFX and cinema industry workflows, and support long-term scalability.
- Implemented and deployed automated testing of GLSL algorithms and image manipulation.
- Coordinated integration of the tools in different softwares with different feature sets and release cycles.

EDUCATION

Software Engineer Degree

2016-2019
Belfort, France

[Université de Technologie de Belfort-Monbéliard](#)

Diploma of Higher Education in
Computer Science and Software Engineering

2016-2019
Belfort, France
Dundee, Scotland

[Université Lyon 1](#)
[Abertay University](#)