Sébastien Corfa
UI Programmer at Ubisoft Montreal

Contact
Montréal, QC Canada

sebspas@gmail.com
📞 514 443 7048
in Sébastien Corfa

Portfolio
corfa-sebastien.ovh

GitHub
github.com/sebspas

Interests
Video Games
Space innovation
Teaching

Work Objective

Programming enthusiast, I'm developing my skills on an exciting and complex video game project at Ubisoft Montreal. Currently, a generalist programmer specialising in User Interface, I am also interested in network programming and ultimately in becoming a team lead on an IT project.

Work Experiences

2018 - Now 2 year 6 months	**UI Programmer** Design and implementation of UI features and new systems in C++ using custom engine and editor. Development done in a AAA environment in direct contact with multidisciplinary teams.	Ubisoft, Montreal
2017 - 2018 1 year	**Teacher - Game programming** Teacher of game programming for young students under Unity and Minecraft.	StudioXP, Chicoutimi
2017 3 months	**Intern - Security for network protocol** Implementation of an obfuscation module for network protocol in Java and Python and collaboration on the writing of the related research article.	LAAS, Toulouse
2015 3 months	**Intern - Intranet development** Creation of an intranet and update of the website of the laboratory. I also helped with the creation of the database and I added numerous features.	CNRS, Aix-en-Provence

Studies

2017 - 2019	**Master Degree in Computer Science, Video Games** Dual degree in Computer Science at Université du Québec à Chicoutimi, in partnership with INSA of Toulouse	UQAC
2016 - 2017	**Semester aboard, South Korea** Student of the Mathematics and Computer Science Department of SNU	Seoul National University
2015 - 2018	**Engineer Degree in Computer Science** Computer Science Engineer student at INSA	INSA of Toulouse
2013 - 2015	**BTEC Higher National Diploma in Computer Science** Technical training in Computing and Communication	Université d'Aix-Marseille

Skills

Languages	**French (Mother tongue), English (Bilingual), Italian (Basic)**
Computer skills	**C/C++, C#, Java, PHP, Html5/Css3, JS/JQuery, SQL/PLSQL, Python**
Softwares	**Unity, UE4, Visual-Studio, Eclipse, Toad MySQL, MySQLWorkbench, Intellji, LATEX, Photoshop**

Projects

2020 - Now **HYPERSCAPE**   UI Programmer, Ubisoft Montreal
1 year Development of multiple features in the HUD and Menu of the game. Work on cross-play to allow players to play with each other across all platforms. Refactor of the text chat system to make it accessible. Continuous improvement of UI core systems (ex. inputs, Menu).

2018 - 2020 **Unannounced Project**   UI Programmer, Ubisoft Montreal
1 year 6 months Design and implementation of complex the new UI architecture and refactor and maintenance of existing systems. Development of API for automated testing of our UI. Ownership of the UI inside the Economy and Progression cell.

2017 **M.A.R.V.I.N. - Project at UQAC**   Game development with Unity
4 months Realisation of a game prototype under Unity for a video game course at UQAC. I worked of the implementation of most of the game logic's.

2017 **Orogue - AI for a RogueLike**   Project at INSA of Toulouse
4 months Implementation of a multi-agent system on a rogue-like game named Orogue. I helped to develop the system itself, but also on the optimisation of the AI.

2012 - 2016 **Minecraft community and Multi-Gamming**   Personnal project
Management of a Minecraft server during 4 years. Installation and configuration of plugins, organisation of meeting, management of the Linux server, creation of the forum and the website. The server was in the top 2 of the best Minecraft servers in the "role-play" category during more than year.

Competitions

2018 **Ubisoft Game Lab Competition**   Ubisoft Competition
Participation in the competition organized by Ubisoft for a duration of 2 months. The objective of this game lab is to develop a 3D game "Penguin Panic!", with a team of 8 people. The theme of the game is chosen by Ubisoft. We won the price for technological innovation.

2018 **Winter GameJam 2018**   Competition at l'UQAC
Developer on "Rainbow Sheep", a game made in 48 hours during a GameJam organized in association with Beenox and Ubisoft Saguenay. The goal of the game is to merge sheep together, to produce the required color asked in the form of riddles in quests.

2017 **Autumn GameJam 2017**   Competition at l'UQAC
Developer on "Super Salaryman 2049", my very first game realized in 48h with Unity! It is a Management/Arcade game where the goal is to find a job to Super Heroes finding themselves unemployed.