

Sébastien Corfa

UI Programmer at Ubisoft Montreal



Contact

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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 Tuque Games. Currently, a generalist programmer specializing in User Interface, I am working forward becoming a team lead.

Work Experiences

2021 - Now 10 months	Senior UI Programmer Worked with Unreal Engine 4, on multiple platform console and PC, to develop the UI of the new ARPG Dungeon and Dragon : Dark Alliance.	Tuque Games, Montreal
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)
Programming	C/C++, C#, Unreal Engine 4, Unity, Java, PHP, Html5/Css3, JS/JQuery, SQL/PLSQL, Python

Projects

2020 - Now 1 year	HYPERSCAPE 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).	UI Programmer, Ubisoft Montreal
2018 - 2020 1 year 6 months	Unannounced Project 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.	UI Programmer, Ubisoft Montreal
2017 4 months	M.A.R.V.I.N. - Project at UQAC 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.	Game development with Unity
2017 4 months	Orogue - AI for a RogueLike 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.	Project at INSA of Toulouse
2012 - 2016	Minecraft community and Multi-Gamming 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.	Personnal project

Competitions

2018	Ubisoft Game Lab 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.	Ubisoft Competition
2018	Winter GameJam 2018 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.	Competition at l'UQAC
2017	Autumn GameJam 2017 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.	Competition at l'UQAC