SIMONE CORMIER

TECHNICAL ARTIST

CONTACT

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EDUCATION

Vancouver Film School
Programming for Games, Web & Mobile
Aug 2024 - Aug 2025

Carleton University
Bachelor of Information Technology, Interactive Multimedia and Design
Sept 2018 - May 2023

ENGINES

- Unreal Engine 4 / 5
- Unity 2D / 3D

LANGUAGES

- HLSL
- ShaderLab
- Unreal Materials
- Visual Scripting / Blueprints
- C++
- C#
- Python
- HTML, CSS, JavaScript, Node, VUE
- Kotlin, Swift

SOFTWARE

- Source Control: Git, Fork
- Jira, Confluence
- Adobe Suite (Photoshop, Illustrator, Adobe XD, Excel)
- Figma
- Maya
- Miro
- Visual Studio

ABOUT ME

Technical Artist passionate about bridging the gap between design and implementation. Focused on creating responsive, visually polished interfaces using game engines, shaders, and UI animation. Driven by a love for new technologies and creating high-quality player experiences.

RECENT PROJECTS

Shroom Bound - Unreal Engine   Feb 2025 - Current

- Developed **UI poison vignette effect** and **bounce mushroom visual effect** using Unreal Engine's material system and **textures** to support **immersive UI** and **gameplay feedback**
- Implemented all **front end, main menu, end menu, pause menu, and HUD** using **UMG** and **shaders** for enhanced visual fidelity and responsiveness
- Integrated **VFX particles and animations** into the game
- Designed and implemented **UI animations** for crosshair and text popups using **Unreal's animation tools** to improve usability and guide player attention

Slipstream - Unity   Oct 2024 - Feb 2025

- Designed and implemented character and gameplay **VFX particles** to create speed lines using **Unity's Shader Graph** to enhance visual feedback and player immersion
- Created character trick animations using **Unity's animation system** and scripting to support responsive gameplay
- Implemented functional **HUD systems** such as health and special ability bars and **integrated win/lose screen user interfaces** elements to support gameplay feedback and state transitions

LUMI - Unity   Oct 2022 - May 2023

- Developed and integrated **main menu, pause menu, HUD and end screen** interfaces with full game state functionality
- Developed **particle systems**, including **god ray effects**, to support environmental storytelling
- Built a **minimap system** with player tracking and full-screen map toggle across four levels
- Designed and implemented a **dialogue UI system** for interactive character conversations
- Created **UI animations** and **visual effects for dialogue system and in world icons** to enhance user feedback and interface transitions

WORK EXPERIENCE

UX Researcher

Canada Revenue Agency (Ottawa, ON)   May 2022 - May 2023

- **Prototyped** interactive learning platforms using **Adobe XD, HTML, and CSS** to support **internal employee training**
- Conducted **user testing** and translated findings into actionable UI/UX improvements
- **Iterated** designs based on **user feedback** and testing insights

UX Designer

Wind River Systems (Ottawa, ON)   Sept 2021 - January 2022

- Developed **wireframes** and rapid **UX/UI prototypes** based on **design specifications** in **Adobe XD** for responsive software interfaces
- **Collaborated** with **cross-functional teams to** iterate on layouts and transition flows in an **agile workflow using Jira**
- Worked closely with **developers and production teams** to implement **polished, user-focused UI solutions**