

# SIMONE CORMIER

## TECHINICAL 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 **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** 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**