VICTOR MORIN

Game Developer | Unity Specialist | Tools Developer

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lin LinkedIn

Montreal, Quebec Portfolio

Github

About Me

Game developer with a unique background in culinary arts and music, blending creativity with technical expertise to craft immersive and engaging game experiences. Leveraging over a year of professional experience in Unity and C#, I specialize in UI/UX development, AI programming, and gameplay mechanics. Known for creative problem-solving, adaptability, and performance optimization, I bring a fresh perspective to game development rooted in the artistry and discipline of my past careers. Comfortable working independently and collaborating with cross-disciplinary teams, I am passionate about pushing the boundaries of game development to create unforgettable player experiences.

Relevant Skills

Programming Languages: C#, C/C++, OpenGL, Java, Python, Lua, Game Development Tools: Unity3D (C#), Unreal PHP, HTML, CSS, SQL

Technical Proficiencies: Gameplay Programming, AI Programming, UI Programming, Graphics Programming, VR/AR development, Tools Programming & Editor Scripting, Game Maths & Physics, Optimization, Debugging, Object-Oriented Programming(OOP), Design Patterns, Prototyping, Game Design

Project Management: Jira, Confluence, Slack, Agile/Scrum

Engine 5 (Blueprints & C++), Git (GitHub & Bitbucket), Rider, CLion, Visual Studio, Visual Studio Code, FMOD Studio, Unity Cloud, Blender, Adobe Photoshop, GIMP

Soft Skills: Strong Communication, Collaboration, Problem-Solving, Time Management, Adaptability, Attention to Detail, Autonomy, Creativity, Resilience

Work Experience



Game Developer

Titan One Studios | October 2023 – Present (Remote)

Developed immersive gameplay systems and intuitive UI for award-winning games.

Welcome: A Cozy Estuary (myestuary.com)

Life simulation game integrating real-world seasons and weather.

- Designed a custom time system to synchronize real-world and in-game progression, dynamically influencing NPC behaviors and quests.
- Integrated Unity Analytics, enabling data-driven decisions to balance gameplay and enhance player engagement.
- Built a **localization pipeline** for multi-language support, broadening accessibility.
- Implemented animation pipline levraging
- Implemented a **culling system** to manage objects efficiently, boosting performance and reducing frame drops by 20%.
- Enhanced Animation Workflow using override animation controllers with empty clip overrides for different characters
- Implemented **inverse kinematics (IK)** to enable natural look-at mechanics for immersive character interactions.

Love Is A Roguelite (LIAR) (<u>loveisaroguelite.com</u>)

Tactical deck-building roguelite featuring tile-based combat.

- Developed **tile-based movement** and **deck-building systems**, forming the game's strategic core.
- Enhanced combat with **AoE mechanics** using **RedBjorn ProtoTiles**, creating dynamic tactical encounters.
- Delivered intuitive UI systems for deck-building and combat, improving clarity and user experience.
- Awards: Winner of "Best Pitch at MIGS 2024", Finalist in Ubisoft Indie Series 2024.

Projects

Maple Wars: Local Multiplayer Game

March 2023 - May 2023 | Collège Universel

Technologies: Unity, C#, Procedural Development, Agile/Scrum

- Designed procedural terrain generation, sound systems, and core game architecture for a multiplayer experience.
- Integrated AI systems for animal behaviors and implemented third-person camera mechanics.
- Delivered the project in two months using **Agile methodologies**.

Taco Truck Madness: VR Game

January 2023 - February 2023 | Collège Universel

Technologies: Unity, C#, VR Development, NavMesh

- Developed state-machine-based AI systems using Unity's NavMesh for complex NPC behaviors.
- Designed and implemented a spatial UI system optimized for VR, enhancing usability.

The Last Root Standing

February 2023 | 48-Hour Global Game Jam

Technologies: Unity, C#, WebGL, Game Design

- Created dynamic enemy AI with a **finite state machine** for engaging gameplay.
- Designed physics-based motion and custom collision detection for realistic interactions.
- Built a difficulty-scaling spawning system to challenge players over time.

Education History



2D-3D Video Game Programming (AEC)

Institution: Collège Universel Montréal

Years Attended: 2022 - 2024



Cuisine & Gastronomy (DEP)

Institution: Institut de Tourisme et d'Hôtellerie du Québec

Years Attended: 2020 - 2022



Pop-Jazz Guitar Interpretation (DEC)

Institution: Cégep de Trois-Rivières

Years Attended: 2017 - 2020

Languages

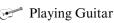
French • • • • • Native

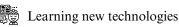
English • • • • • • Native

Interest









Playing & making games

