VICTOR MORIN

GAME DEVELOPER

Dynamic game developer with a unique background in culinary arts and music, blending creativity and technical expertise to craft immersive gaming experiences. Proficient in C#, Unity, and game design principles, I excel in UI/UX development, AI programming, and gameplay mechanics. My journey from orchestrating flavors in the kitchen to crafting captivating game worlds reflects adaptability, problem-solving skills, and a passion for innovation. Eager to contribute to a collaborative team and create unforgettable gaming adventures that push creative boundaries and captivate audiences.

CONTACTS

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SKILLS

Programming Languages : *C/C++, C#, Java, PHP, CSS3, HTML5, MySQL, MariaDB, SDL2, OpenGL2.1, Python, Lua*

Game Development Tools : *Visual Studio, Rider, Visual Studio Code, CLion, Eclipse, Gimp, Unity, Unreal Engine 5, Git(Github & Bitbucket), Jira, FMOD*

Technical skills : *VR, OOP, UI programming, Gameplay programming, AI programming, Graphics Programming, SOEN Principles, Debugging, Design Patterns, Optimizing, Architecture, Game Physics, Agile/Scrum Methodology, Editor Scripting, Blueprints, Prototyping*

Soft Skills : *Strong Communication, Problem-Solving, Rapid Learning, Time Management, Adaptability, Attention to Detail, Continuous Learning*

EXPERIENCE

GAME DEVELOPER

Titan One Studios, Remote

10/2023 - Present

As a Game Developer, I actively contributed to various game prototypes, with a primary focus on the Love is a Roguelite project, Rust Valley and Welcome: A Cozy Estuary. Leveraging Unity, I played a vital role in shaping these game's user interfaces(UI), artificial intelligence (AI), and gameplay features. Here is an overview of the tasks I was responsible for in those projects:

- Developed and integrated user interfaces, menus, and gameplay systems using Unity.
- Implemented dialogues and interactive features with the Dialogue System for Unity.
- Integrated audio elements using FMOD for immersive gameplay experiences.
- Introduced dynamic gameplay features like Fog of War to enhance strategy.
- Streamlined combat flow with an action queue system.
- Designed and implemented card mechanics, camera functionalities, and a tutorial system.
- Collaborated with design teams to translate concepts into playable features.
- Programmed AI, UI, and gameplay features in C# and Lua.
- Resolved bugs, optimized code, and improved development processes with new tools.

Tools : Unity 3D, C#, Lua, Jira, Confluence, Slack, Amplify Shader, Dialogue System for Unity, FMOD

PROJECTS

MAPPLE WARS

C#, Unity, Team of 3

Completion: 07/2023

Duration: 2 Months

Local multiplayer sugar shack themed game, where you have to fight against your friend to make the most syrup cans into a given time. Defend yourself against animals and your opponent using some power- ups such as trampolines, ice balls, horns and more. Developed in a team of 3 using Iterative Development, and Agile Scrum with Jira.

Role : Split-screen, 3rd person camera, Cinemachine, Procedural terrain generation, Unity's new input system with controllers, Rag doll system, Animal system, Animal AI, State-Machine, Nav Mesh, Animations, Player movement, Footprint system, Factory-Pool pattern, Sound system, Editor tools for sound implementation, Ability system for power-ups, Top-Down architecture, Manager architecture

TACO TRUCK MADNESS(VR)

C#, Unity, Team of 6

Completion: 02/2023

Duration: 1 Months

VR game where you can immerse yourself into a chaos taco truck cook, where rats will try to ruin your day. Serve the tacos in time to keep the dinosaurs happy. This project made to simulate the creation of a fully functioning prototype in a team of six. We used agile/scrum methodology and time tracking software.

Role : VR integration, Component based architecture, Rat and dinosaur AI, Nav Mesh, Animations, Blend-Tree, Event based sound system, Level design, Game flow

THE LAST ROOT STANDING

C#, Unity, Team of 7 (Game Jam)

Completion: 02/2023

Duration: 48 Hours

Global Game Jam projet at Unity Montreal offices, we designed a "root" themed game. In this fun and comedic game you incarnate a root who must defend itself against an army of lumberjacks. Developed in a multidisciplinary team of 7.

Role : Enemy system, Enemy spawn mechanics, Enemy AI, State-Machine, Physics-based movement, collision detection, WebGL

FIRST PERSON SHOOTER

C++, OpenGL, Team of 2

Completion: 01/2023

Duration: 1 Week

The project is a basic first-person shooter game developed as a final project for my Graphics Libraries course. Set in a procedurally generated city, the player must defend itself against cacti. The game was developed using C++, OpenGL, and a top-down/manager style architecture.

Role : Top-Down architecture, Manager architecture, Singleton, First-person camera mechanics, Procedural generation of the city, UV Mapping tool, Sprite based text generation tool, Game flow, Life system, Score system, UI, Collision detection(Axis Aligned Bounding Box)

EDUCATION

2D-3D VIDEO GAME PROGRAMMING, AEC — Collège Universel, Montréal, 2022-2024

CUISINE & GASTRONOMY, DEP — Institut de Tourisme et d'Hôtellerie du Québec, Montréal, 2020-2022

MUSIC POP-JAZZ SPECIALIZATION, DEC — Cégep de Trois-Rivières, Trois-Rivières, 2017-2020