

VICTOR MORIN

Game Developer | Unity Specialist | Tools Developer

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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, 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

Game Development Tools: Unity3D (C#), Unreal 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 pipeline leveraging
- 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) (loveisaroguelite.com)

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

Spanish ● ● ● ● ●
Intermediate

Interest

 Cooking
 Climbing
 Reading

 Travelling
 Playing Guitar
 Learning new technologies

 Playing & making games
 Language learning