VICTOR **MORIN**

GAME DEVELOPER

My objective is to obtain a challenging role as a junior video game programmer, where I can continue to learn and grow while contributing to the development of innovative and engaging gaming experiences. I am passionate about creating immersive and memorable games, and I am eager to work collaboratively with experienced developers to further develop my skills and gain industry experience. I am committed to working hard, learning quickly, and delivering high-quality code that meets the needs of both the team and the end user.

CONTACTS

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SKILLS

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

Game Development Tools : *Visual Studio, Visual Studio Code, CLion, Eclipse, Gimp, Unity 2D/3D, Git(Github & Bitbucket)*

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*

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

EDUCATION

2D-3D VIDEO GAME PROGRAMMING, AEC — Collège Universel, Montréal, 2022-2023

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

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)

EXPERIENCE

CHEF DE PARTIE,

Jellyfish Crudo & Charbon, Montréal

05/2021 - 08/2021

- *Supervise and train various individuals*
- *Ensure the rotation of different ingredients and check their freshness*
- *Prepare and assemble various dishes during service*
- *Perform mise-en-place for the service.*
- *Apply and enforce hygiene and food safety rules.*

GRILLARDIN,

Restaurant le Buck, Trois-Rivières

05/2020 - 09/2020

- *Prepare and plate various dishes related to the grill station*
- *Manage the grill and different garnishes during service*
- *Perform mise en place*
- *Maintain cleanliness of my station and the establishment*

CHEF SUSHI,

Sushizo, Trois-Rivières

07/2018 - 03/2020

- *Creation of menu items*
- *Perform mise en place*
- *Prepare and assemble various dishes during service*
- *Carry out various tasks related to kitchen maintenance*
- *Adhere to hygiene and sanitation standards*