VICTOR MORIN

Game Developer | Unity Specialist | Tools Developer

✉ vicmo26@gmail.com ☎ +1 (819) 448-0127 📍 Montreal, Quebec

in [LinkedIn](#) 🌐 [Portfolio](#) ⬡ [Github](#)

Professional Summary

Game Developer with 4+ years of experience in Unity (C#) and Unreal Engine (C++), specializing in gameplay programming, AI, UI/UX, and performance optimization. A Ubisoft Indie Series finalist and MIGS Best Pitch winner, I engineer scalable, high-performance game systems that push creative and technical boundaries. With expertise in VR/AR, custom tool development, and AI-driven mechanics, I thrive in fast-paced, collaborative environments, crafting immersive experiences that captivate players and elevate game design.

Work Experience

Game Developer | [Titan1Studios](#) | October 2023 – Present (Remote)
Developed core gameplay mechanics, UI, and AI systems for multiple PC, console, and mobile projects. Delivered optimized, scalable solutions for award-winning games.

Dewey Doolittle (Mobile) : Educational mobile game blending fun and learning

- Developed **modular gameplay mechanics** using Unity 6
- Designed **AI-driven behaviors** for Dewey's Pals, enhancing player engagement
- **Optimized performance**, ensuring smooth gameplay across devices
- Built a **generic shop system** for purchasing in-game items
- Implemented a **custom save system** to persist player progress, inventory, and settings

Welcome A Cozy Estuary (PC & Console) – [Steam Page](#) : Life simulation game featuring dynamic weather and seasonal changes

- Implemented a **custom time system**, syncing game progression with real-world seasons
- Built **localization tools**, enabling multi-language support
- Designed a **culling system**, reducing rendering overhead by 20%

Love Is A Roguelite (LIAR) (PC & Console) – [Offical Website](#) : Tactical deck-building roguelite with strategic tile-based combat

- Developed **tile-based movement**, **deck-building**, and **turn-based combat mechanics**
- Engineered **AOE combat logic** using **RedBjorn ProtoTiles**
- Contributed to LIAR winning **Best Pitch at MIGS** and being a **Ubisoft Indie Series finalist**

Additional Projects

Maple Wars (PC) – [Portfolio](#) : Local multiplayer sugar shack themed game, where you have to fight against your friends

- Designed **procedural terrain generation** for dynamic maps
- Implemented **AI-controlled** wildlife with **state machines**

Taco Truck Madness (VR) – [Portfolio](#) : VR game that immerses players in the chaotic world of a taco truck cook

- Developed **state-machine-based AI** for customer interactions
- Designed a **VR-optimized spatial UI system**

The Last Root Standing (WebGL) – [Itch.io](#) : Root-themed game developed for Global Game Jam at Unity Montreal offices.

- Created dynamic **AI with a finite state machine** for engaging gameplay
- Implemented **physics-based motion** and **custom collision detection**
- Built a **difficulty-scaling spawning system** for increasing challenge over time

Relevant Skills

Programming Languages:
- **C**#, C, C++
- OpenGL, SDL, Java, Python, Lua
- PHP, HTML, CSS, SQL

Technical Proficiencies:
- **G**ameplay Programming – Mechanics, combat, physics interactions
- AI Programming – Behavior trees, state machines, pathfinding (NavMesh, A*)
- UI Programming – Unity UI Toolkit, custom UI/UX design, MVC
- Graphics Programming – Shaders, rendering optimization
- VR/AR Development – Interaction systems, spatial UI
- Tools Programming & Editor Scripting – Custom Unity editor tools, automation
- Game Mathematics & Physics – Rigidbody physics, collision detection
- Optimization & Debugging – Performance profiling, memory management
- Object-Oriented Programming (OOP) – Design patterns, modular architecture
- Prototyping & Game Design – Rapid iteration, level design principles

Game Development Tools:
- **E**ngines: Unity3D (C#), Unreal Engine 5 (Blueprints & C++)
- Version Control: Git (GitHub, Bitbucket)
- Development Environments: Rider, CLion, Visual Studio, Visual Studio Code
- Audio & Visual Tools: FMOD Studio, Unity Cloud, Blender, Adobe Photoshop, GIMP

Project Management & Collaboration:
- **A**gile/Scrum methodologies
- Jira, Confluence, Slack

Soft Skills:
- **S**trong communication & collaboration
- Problem-solving & critical thinking
- Time management & adaptability
- Attention to detail & creativity
- Self-motivation & resilience

Education History

2D-3D Video Game Programming (AEC)
Collège Universel Montréal – 01/2024

Cuisine & Gastronomy (DEP)
Institut de tourisme et d'hôtellerie du Québec – 01/2022

Pop-Jazz Guitar Interpretation (DEC)
Cégep de Trois-Rivières – 01/2020

Languages

French ●●●●●
Native

English ●●●●●
Native

Spanish ●●●●○
Intermediate