

# 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

<b>TACO TRUCK MADNESS(VR)</b> C#, Unity, Team of 6 Completion: 02/2023 Duration: 1 Months	<i>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.</i>  Role : VR integration, Component based architecture, Rat and dinosaur AI, Nav Mesh, Animations, Blend-Tree, Event based sound system, Level design, Game flow
<b>THE LAST ROOT STANDING,</b> C#, Unity, Team of 7 (Game Jam) Completion: 02/2023 Duration: 48 Hours	<i>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.</i>  Role : Enemy system, Enemy spawn mechanics, Enemy AI, State-Machine, Physics-based movement, collision detection, WebGL
<b>FIRST PERSON SHOOTER,</b> C++, OpenGL, Team of 2 Completion: 01/2023 Duration: 1 Week	<i>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.</i>  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)

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## EXPERIENCE

<b>CHEF DE PARTIE,</b> Jellyfish Crudo & Charbon, Montréal 05/2021 - 08/2021	<ul style="list-style-type: none"> <li>• Supervise and train various individuals</li> <li>• Ensure the rotation of different ingredients and check their freshness</li> <li>• Prepare and assemble various dishes during service</li> <li>• Perform mise-en-place for the service.</li> <li>• Apply and enforce hygiene and food safety rules.</li> </ul>
<b>GRILLARDIN,</b> Restaurant le Buck, Trois-Rivières 05/2020 - 09/2020	<ul style="list-style-type: none"> <li>• Prepare and plate various dishes related to the grill station</li> <li>• Manage the grill and different garnishes during service</li> <li>• Perform mise en place</li> <li>• Maintain cleanliness of my station and the establishment</li> </ul>
<b>CHEF SUSHI,</b> Sushizo, Trois-Rivières 07/2018 - 03/2020	<ul style="list-style-type: none"> <li>• Creation of menu items</li> <li>• Perform mise en place</li> <li>• Prepare and assemble various dishes during service</li> <li>• Carry out various tasks related to kitchen maintenance</li> <li>• Adhere to hygiene and sanitation standards</li> </ul>