

Victor Morin

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French

English

Spanish

Video Game Developer

PROFILE

My objective is to obtain a challenging role as a junior Unity 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.

EDUCATION**2D-3D Video Game Programming**, AEC— Collège Universel, Montreal, 2022-2023**Cuisine and Gastronomy**, DEP — Institut de Tourisme et d'Hôtellerie du Québec, Montreal, 2020-2022**Music pop-jazz guitar specialization**, DEC — Cégep de Trois-rivières, Trois-Rivières, 2017-2020**TECHNICAL SKILLS****Programming Languages** : C/C++, C#, Java, PHP, CSS3, HTML5, MySQL, MariaDB**Graphics Programming** : SDL2, OpenGL2.1**Engines** : Unity 2D/3D**Game Development Tools** : Visual Studio, Visual Studio Code, CLion, Eclipse, Gimp**Version Control Systems** : Git**Debugging and Testing** : Debugging tools, unit testing, integration testing**Artificial Intelligence** : Decision-making algorithms, state machines, behaviour trees, pathfinding algorithms, decision trees, A* search algorithm**Collaborative skills** : Jira, Trello, Discord, Teams, Bitbucket, Github**Design Patterns** : Singleton, Observer, Factory, Pool, Flag, Command, Component, Flyweight, State**Architecture** : Manager style, Top-Down, MVC, Component**Game Physics** : Collision detection, rigid bodies, particle systems**Optimisations** : Performance profiling, memory management, multi-threading, scalability, baking, caching, O(n) computational complexity**Collections** : Array, Array List, Dictionary, Queue, Stack, HashSet, LinkedList**Software Development Methodologies** : Agile, Scrum**Platforms** : PC, Console, VR, WebGL

PROJECTS

Maple Wars, C#, Unity :

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 :

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 3. 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 (<https://trypants.itch.io/thelastrootstanding>) :

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 :

Basic FPS game made as a final project of my Graphics Libraries course. In a city you have to defend yourself against cactuses. Developed in a team of 2.

- 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 Garde-Manger, JellyFish Crudo et Charbon, Montreal — 2020-2021

Responsibilities : - Perform mise-en-place for the service.

- Realize dishes knowing how to balance the service from an economic point of view.
- Apply and enforce hygiene and food safety rules.
- Train new employees.