VICTOR MORIN

Game Developer | Unity Expert | Tools Programmer

☎ +1 (819) 448-0127 ✉ vicmo26@gmail.com ⚲ Montréal, Québec

🌐 Portfolio in LinkedIn Profile ⬡ Github Profile

ABOUT ME

Dynamic game developer with a unique background in culinary arts and music, blending creativity and technical expertise to craft immersive gaming experiences. Proficient in C#, Unity, and game design principles, I excel in UI/UX development, AI programming, and gameplay mechanics. My journey from orchestrating flavors in the kitchen to crafting captivating game worlds reflects adaptability, problem-solving skills, and a passion for innovation. Eager to contribute to a collaborative team and create unforgettable gaming adventures that push creative boundaries and captivate audiences.

RELAVENT SKILLS

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

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, Blueprints, Prototyping

Game Development Tools: Rider, Visual Studio, Visual Studio Code, CLion, Eclipse, Gimp, Unreal Engine 5, Unity, Git(Github & Bitbucket), Jira, Confluence, FMOD Studio, Slack

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

EXPERIENCE

Unity Game Developer, Titan One Studios (https://www.titan1studios.com/)
Titan One Studios, is an immersive universe builder, specializing in original IPs across comics, animation, and video games. Known for crafting captivating stories and unique universes.
OCT 2023 - PRESENT (10 months)

Love Is A Roguelite (LIAR):

- Achieved enhanced strategic gameplay by developing the **Fog of War** system, which limited player visibility based on exploration, resulting in a more engaging and tactical experience.
- Elevated the game's auditory experience by integrating **FMOD** into Unity, using FMOD Studio to implement dynamic soundscapes that significantly enriched the overall ambiance.
- Improved player control and strategy by designing and implementing a **Card UI** system, which facilitated more intuitive and engaging combat gameplay.
- Streamlined combat interactions by designing and implementing an **Action Queue** system, ensuring smooth and strategic combat flows.
- Added cinematic flair to combat encounters by implementing a **Focus Camera** that highlights kills, enhancing the visual appeal and immersion.
- Designed and integrated **interactable objects** like vending machines and chests to enrich the environment and provide additional gameplay mechanics.
- Developed various **menus** & **HUDs** to improve user navigation and accessibility.

EXPERIENCE (CONTINUED)

Rust Valley:

- Facilitated effective player onboarding by leveraging the **Dialogue System** to create a comprehensive **Tutorial System**, guiding players through various mechanics and improving overall engagement.
- Maintained smooth performance above 60fps by optimizing **painting, washing, and grinding mechanics**, ensuring a responsive and fluid gameplay experience.
- Enhanced scene navigation by implementing **Camera Mechanics** with two movement modes and adjustable settings, providing users with better control and visual clarity.
- Streamlined restoration processes by developing a **State Machine** to manage different steps efficiently, resulting in a more organized and error-free gameplay experience.

Welcome: Cozy Estuary:

- Achieved realistic and fluid character animations by integrating **Inverse Kinematics** (IK) solutions, improving the quality and interactivity of character movements.
- Enriched storytelling by utilizing Unity's **Timeline** feature to create dynamic and engaging cinematics, leading to a more immersive narrative experience.
- Enhanced animation versatility across different character models by implementing a **Generic Animation Controller**, allowing for reusable and consistent animations.
- Improved team documentation and accessibility by employing **Sandcastle** to convert **XML** comments into detailed documentation, which was then exported to Confluence for easier collaboration.
- Developed a scalable and dynamic **Time System** to influence the game environment based on time progression, adding depth and realism to the gameplay experience.

EDUCATION

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
●●○○○