## Contact

[Portfolio](#)

[Linkedin](#)

**Email**
juliendupuis180@hotmail.ca

**Location**
Montreal, QC, Canada

## Education

2019-2022
**Game designer**
Isart Digital Montreal

- Game design
- Level design
- UX/UI design
- Prototyping/scripting
- Economy design
- Many team projects

## Soft Skills

- Conscientious
- Helping others
- Problem-Solver
- Empathetic
- Curious

## Hard Skills

- Combat design: Hero & AI
- Unity & C#
- Unreal Engine 4/5 & Blueprints
- Game design
- Technical design
- Prototyping
- Documentation

## Fluent Languages

English
Français

# Julien Dupuis
## Game & Combat Designer

I'm primarily interested in combat game design with a secondary interest in technical design simply because I love playing and designing action style gameplay and I'm proficient in prototyping in both Unreal Engine and Unity.

## Experiences

**Event Scripter |** 2023-Now
*Ubisoft Montreal, AC codename Hexe*

Technical integration and design of scripted events in the realization team.

**FQA Tester |** 2022-2023
*WB Games, Lego Stars Wars | Suicide Squad*
Quality assurance tester at Warner Bros performing rigorous tests on all platforms in these areas of the game:
- AI & Bots
- Player systems
- Potential tech issues

**Game Designer |** 2021-2022
*Omnia Games, Koa: the forgotten gods*

Primarily responsible for the design, scripting, prototyping and documentation of these features:
- Hero design & 3Cs
- Enemy design
- Systems, tools and assisting my fellow designers

**FQA/CQA Tester |** 2021-2022
*PTW Canada, Undisclosed*

I performed regular testing according to test plans on 2 AAA titles and certification testing on Sony and Microsoft's platforms.

## Other information

- Made a full combat prototype (check portfolio)
- 2 years of programming in college
- I got into game design by designing a solo project in college