

Contact

[Portfolio](#)

[Linkedin](#)

Email

julien.dupuis180@hotmail.ca

Address

Longueuil, 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
- Resilient
- Curious
- Good faith

Hard Skills

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

Fluent Languages

English

Français

Julien Dupuis

Technical Game Designer

I'm a passionate designer with 2 degrees in Game Design from Isart Digital Montreal and a love for Action style games and immersive narrative experiences. Just a generally positive and chill guy that loves to get my hands dirty in engine to create fun gameplay and solutions for my team.

Experiences

○ 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

○ Technical 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.

○ Game Design Intern | 2020-2021

Studio90, Baby Goat Billy

My first internship was on Baby Goat Billy as a generalist game designer. My main tasks were relating to UX and feedback collection, practice in documentation and some level design.

About myself

- Gym enjoyer
- Will probably befriend you
- Sword(s) owner
- Did 2 years of programming in college
- Gamejam enthusiast
- I want to work on a GOTY



Koa: the forgotten gods

Game Designer/combat designer

Technical designer

3rd person action-adventure title with exotic movement made in Unity on a team of 7 over 8 months.



GOW Ragnarok prototype

Game Designer/combat designer

Technical designer

Made in Unreal 5.1, I made a prototype reimagining of Kratos and the Oath Guard boss from GOW: Ragnarok.



Baby goat Billy

Generalist Game Designer

My first internship was on Baby Goat Billy, a turn based RPG as a generalist game designer.



Gamejam: Dungeon Divers

Game Designer

Systems designer

Technical designer

Made for the Brackeys jam with a small team of 5 for a week with the "Diving Deeper" theme made in Unity.



Gamejam: One more round

Game Designer

Systems designer

Technical designer

Made for the 23rd Creative jam, I collaborated with a team of 6 for 48h to create this fun little Russian roulette card battler made in Unity.