

JULIEN DUPUIS

TECHNICAL GAME DESIGNER

Brossard, Quebec, Canada | juliendupuis180@hotmail.ca | [3673218947](tel:3673218947)

EXPERIENCE

Event Scripter, Ubisoft Montreal

Dec 2023 — Present

Montreal

- Implement and design scripted event narrative moments
- Understand and resolve the technical needs of Quest designers in collaboration across many disciplines in Anvil Engine
- Diagnose issues with animations, transitions, cameras and integrate the fix
- Design transitions between cinematic moments and scripted event or gameplay

Dev QA, Spearhead Games

Nov 2023 — Dec 2023

Montreal

Self conducted testing of the following areas in builds and Unreal Engine 4:

- AI behavior
- Turn based system
- Interactions & Inventory

Technical Game Designer, Solo project

Jun 2022 — Present

Montreal

Advanced playable prototype in Unreal Engine 5 focusing on:

- Game Systems & UI
- Combat: AI & Player 3C
- Documentation
- Blueprints, GAS, Behavior trees, Sequencer, Animation blueprints

[LINK](#)

Technical Game Designer, Omnia Games

Sept 2021 — Jun 2022

Montreal

Unity student project where I held a leadership role in these areas:

- Assisting designers in best practices
- Coding 90% of total C# Unity scripts in the game
- Resolving technical issues with tools and designing my own systems.
- 3Cs for exotic traversal, AI Behaviors, Systems
- Respawns, Interactions, Level design objects

SKILLS

Technical Design

System Design

AI Behavior Trees

3C Design

Unreal Engine & Blueprints

Unity & C#

Narrative & Realization

GAS, Sequencer

Animation Integration

Documentation

EDUCATION

Isart Montreal

Sept 2019 — Jun 2022

Bachelor of Arts: Game Design, Montreal

Generalized game design education culminating in a year long student project. Studied the following areas:

- Design fundamentals: Loops, 3Cs, Level design, player psychology
- Developing soft skills
- Prototyping & Engines
- Effectively communicating information through documentation

PROFILE

Working knowledge of: Unity (5 years), Unreal (3 years), Anvil (2 years)

Design: Narrative Experiences, 3C, Combat, AI, Player Interactions, Systems/Progression

Technical: Blueprints, C#, Animations, General integration across various fields

Professional values: pursue excellence, advance awareness of the issues, never stop learning, doubt yourself, everyone has something to contribute, respect other's time

ADDITIONAL INFORMATION

- **Links:** [Portfolio](#), [LinkedIn](#)
- **LANGUAGES:** French: Native/ Bilingual, English: Native/ Bilingual