Justine Pepin
Game Designer

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Quick learner & dedicated team member who likes to design games while propagating happy vibes! I have 2+ years of experience in game development, and 3+ years of experience as a software developer. I help teams to design and implement inventive gameplay mechanics that play smoothly.

I love opportunities where I can unleash my creativity and get technical, all the while being surrounded by a bunch of enthusiastic, skilled, passionate and kind coworkers. I also like to learn new software, so if you have a challenge for me, I'm up for it!

Experience

Gameplay Designer - Gears of War E-Day - The Coalition Studio
Oct. 2023 - Present

- Designed, documented and prototyped, using blends of C++ and Blueprints, interaction and traversal gameplay features that align with the project's vision.
- Liaised with the animation, cinematics and engineering departments to communicate design intentions and achieve the targeted quality level within deadlines.
- Created reusable and modular gameplay pieces that fits the need of the level design and cinematics teams.
- Contributed to create a work environment where women and gender diverse folks feel heard and can thrive in as a Women at TC lead.
- **Tools:** Unreal Engine, Visual Studio, C++, Blueprints, Perforce, Jira, Confluence, Murals.

Game Design Final Project: Alchemy Frogs - Vancouver Film School
Apr. - Oct. 2023

- Designed and developed a 20 min. puzzle-platformer game from the ideation phase to the polish phase, as part of 6-student team. The game design was a team effort during pre-production. See on https://store.steampowered.com/app/2684830/Alchemy_Frogs/.
- Modeled and textured 50+ environment props, created 15+ vfx.
- Authored the step-colour and the blend shaders used to create our visual style.
- **Tools:** C#, Unity, Maya, ZBrush, Substance Painter, Substance Designer, Git, Jira, Miro.

Ubisoft Game Lab Competition 2022
Feb. - March 2022

- Represented Université de Montréal for this 10-week competition (8-student team).
- Designed and programmed the 2 main characters abilities for a beat 'em up.
- Implemented the enemies' AI, with patrol, swarm and attack behaviours.
- **Tools:** C#, Unity, Photoshop, Blender, Git.

Studies

Game Design Diploma
Vancouver Film School
Oct. 2022 - Oct. 2023

Computer Science Master's Degree
Université de Montréal
Sept. 2020 - Nov. 2022

Computer Engineering Bachelor's Degree
École polytechnique de Montréal
Sept. 2015 - Dec. 2019

Additional Work Experience

● **Interactive Media Designer - Université de Montréal**   July 2020 - Jan. 2021
  - Developed digital strategies and created integrated tools and functionalities for the Arts & Sciences Faculty's custom frameworks.
  - **Tools:** Nuxt, GraphQL, Javascript, Vue, CSS, HTML, Git.

● **Web Programmer - Sinar Project (Malaysia)**   Feb. - March 2020
  - Implemented web solution promoting governmental transparency in Malaysia (www.sinarproject.org) during a civic tech internship. Aborted by the Covid-19 pandemic.
  - **Tools:** Plone CMS, Python, Git.

● **Data Visualization Designer - Le Devoir**   May - Aug. 2019
  - Created data visualizations in collaboration with the jData laboratory of École polytechnique de Montréal for the francophone daily newspaper (www.ledevoir.com) during a data journalism internship.
  - **Tools:** D3.js, Javascript, CSS, HTML, Git.

● **Machine Learning Research Assistant - Honda Research**   June - Dec. 2018
Institute, Co. Ltd. (Japan)
  - Implemented experimental unsupervised deep learning algorithms (http://www.jp.honda-ri.com) during a video prediction internship.
  - **Tools:** Chainer, TensorFlow, Pytorch, C++. Python, NumPy, CUDA, Git.

● **Femtosecond Laser Simulations Research Assistant - INRS**   May - Aug. 2017
  - Implemented the pipeline for parallel computations during a research internship.
  - With the Steve Maclean research group at the National Scientific Research Institute Energy, Materials and Telecommunications (INRS-EMT, www.inrs.ca).
  - **Tools**: Python, C++, Arch Linux, GNU Parallel, Git.

● **Backend Programmer - Cisco**   May - Aug. 2016
  - Developed functionalities and automatized unitarian tests for telephonic service servers for Cisco (formerly Broadsoft, www.cisco.com) during a software development internship.
  - **Tools:** Java, SIP, SVN (Subversion), Jira.

Competitions

● **MIP2022 Computational Competition**   Dec. 2021 - March 2022
  - Part of a team of 7 MSc and PhD students representing Université de Montréal (https://www.mixedinteger.org/2022/competition/). Recognized as an outstanding student submission.
  - **Tools:** Gurobi, Julia, Python, Git, LaTex.

● **AI for the Travelling Salesperson Problem Competition**   May - Aug. 2021
  - Part of a team of 5 MSc and PhD students representing Université de Montréal (https://www.tspcompetition.com/). Won Track 1: Online supervised learning.
  - **Tools:** Gurobi, Julia, Python, Git, LaTex.