



Take a look at my portfolio!

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# Julien Pineault

## Game Designer

### Education

**Narrative Video Game Design D.E.S.S.** 2023 - 2024  
NAD-UQÀC School

**Bachelor's Degree in Film Studies** 2017 - 2020  
University of Montreal

**Bachelor's Degree in Computer Games** (15 credits completed) Fall 2016  
Concordia University

**College Studies Diploma (DEC in Computer Science)** 2013 - 2016  
Champlain College Saint-Lambert

### Relevant Work Experience

**Sound Recordist** - Difuze, Inc. 2021 - Now  
• Recording in studio of dubbing and overdubbing

**FQA Game Tester** - GlobalStep 2020 - 2021  
• Regression tests, preflights, smoke tests/boot checks, free tests

**Software Developer** - ACCEO Solutions 2016  
• Worked on payment solutions and developed an integration tests automation process

- My favorite games :**
- Zelda
  - Hollow Knight
  - Celeste
  - Rain World
  - Elden Ring
  - Super Mario Maker 2
- Other interests :**
- Reading, writing
  - Kendo, iaido
  - Music (piano)

**Unity** ◆◆◆◆◆

**Unreal** ◆◆◆◆◆

**C#** ◆◆◆◆◆

**Wwise** ◆◆◆◆◆

**Adobe Premiere Pro** ◆◆◆◆◆

**Davinci Resolve** ◆◆◆◆◆

**Pro Tools** ◆◆◆◆◆

**Adobe Photoshop** ◆◆◆◆◆

References available upon request  
February 2024

### Video Game Projects

**Ubisoft Game Lab Competition 2024 (in progress)**

- Game Designer, Level Designer, Narrative Designer

**Lupus Dei – NAD D.E.S.S. Final Project (in progress)**

- Game Designer, Narrative Designer, Level Designer, Programmer.
- Designed a combat system and a crafting system.
- Designing a vast level with interconnected maps containing enemies, resources, NPCs and a boss.
- Programmed the game architecture, the movement and combat systems, the enemies and NPCs, and the level transitions.

**C.U.B.E. 2023-2024 Project (in progress)**

- Game Designer, Narrative Designer, Level Designer.
- Designed the game mechanics (movements) and systems around predefined game pillars.
- Designed the game narrative and lore, and set story themes to fit the gameplay and art direction.
- Designing an open-world level with unique landmarks and several secrets.
- Worked with a bigger team comprising artists and programmers, and ensured better communication between departments.

**Secret Unnamed Turned-Based RPG (in progress)**

- Game Designer, Level Designer, Narrative Designer.
- Designed a turn-based combat system with different possibilities of actions (attack/buff, use item, block when attacked, flee), elements, status, and unique character/enemy attacks.

**Party's Over (2023)**

- Game Designer, Level Designer, Narrative Designer, Programmer, Sound Designer.
- Designed a puzzle-platforming game with several mechanics and 40 levels.
- Programmed the whole game.
- Recorded, processed and integrated sounds in the game.

**Creative Game Jam 2023**

- Game Designer.

### Skills

- Writing clear and detailed game design documents and designing balanced gameplay loops and clear one-page designs.
- Familiar with RGD and Objective-Challenge-Reward approaches.
- Writing detailed yet to-the-point game pitches.
- Designing a gameplay in cohesion with a narrative and a message (familiar with procedural rhetoric).
- Using various narrative design techniques such as environmental storytelling and cinematics.
- Game writing (dialogue, character and story development), synopsis writing and worldbuilding.
- Strong knowledge of film techniques (image and audio).
- Familiar with industry standard tools and more, such as Miro, Notion, Confluence, Canva, Perforce, Git/GitHub, Jira, Trello.
- Strong understanding of programming and sound design.
- Working with other departments/designers and communicating my ideas and design effectively.