

Benjamin Morelle

Software Engineer

+44 7485631208 · benjamin.b.morelle@gmail.com · benjamin-morelle.fr · Edinburgh, UK

SUMMARY

Software Engineer with 7+ years of experience building production software across backend services, real-time applications, and developer tooling in C++, C#, and Python. Background spans large-scale codebases at major game studios (Rockstar, Ubisoft), cloud-connected applications on AWS, and end-to-end freelance delivery. Comfortable owning systems from architecture to deployment.

SKILLS

Languages & Frameworks: C++, C#, Python, ASP.NET, REST APIs, WebSockets

Cloud & Infrastructure: AWS (Lambda, API Gateway, DynamoDB), CI/CD (GitLab), Git, Perforce

Platforms & Engines: Unity, Unreal Engine 5, Android, VR/XR

Languages: French (native), English (fluent), Spanish (basic)

PROFESSIONAL EXPERIENCE

Denova - *Edinburgh, UK*

Sept 2025 – Present

Software Engineer

- Develop cross-platform VR/XR and tablet applications in Unity for railway-industry clients, including a VR simulation training train managers in platform dispatch, and an XR visualisation of a train's pneumatic and electrical systems.
- Designed and built a serverless backend (Python, AWS Lambda, API Gateway, DynamoDB) powering a WebSocket API for real-time multi-device communication, handling connection and session management, with scheduled Lambdas for data lifecycle cleanup.
- Set up and maintain CI/CD pipelines between GitLab and AWS, automating builds and production deployment across platforms.

Freelance - *UK & France*

Mar 2024 – Aug 2025

XR/VR Software Developer

- Delivered a VR experience for the Cité des sciences et de l'industrie (Paris science museum) as part of a French immersive-experience studio, handling gameplay programming and tech art in Unreal Engine 5.
- Built an XR training application in Unity for Vinci, teaching construction workers heavy pipe-assembly procedures before fieldwork. The app remains in active use in the company's training programme.

Rockstar Games - GTA VI - *Dundee, UK*

Aug 2022 – Feb 2024

Game System Engineer

- Designed and built internal tools for the game's online mode, enabling level and game designers to configure maps, levels, and game modes within a large, mature C++ codebase and a C# tooling framework layered over the core engine and editor.
- Scripted and implemented online game modes directly, owned and maintained systems long-term, and contributed to a project-wide performance optimisation effort.
- Collaborated with cross-functional teams (design, art, engineering) on systems supporting large-scale content creation.

Ubisoft Reflections - Unannounced Project - *Newcastle, UK*

Aug 2020 – Aug 2022

Gameplay Programmer

- Implemented core application features in a large custom C++ codebase as part of a cross-functional team.
- Developed and maintained ASP.NET backend services in C# along with the C++ client/server communication layer.

Publicis Conseil - *Paris, France*

Sept 2018 – Jan 2020

Creative Technologist

- Designed and prototyped AR filters, mobile apps, VR experiences, and hardware prototypes (Unity, Arduino, 3D printing), and provided technical consulting on large marketing campaigns.

EDUCATION

Advanced Master's, Game & Interactive Experience Design - Gobelins / Enjmin, Paris, France **2018 – 2020**

Master's Degree, Software Engineering - ESIEE Paris, France (exchange semester at Xidian University, China)

2013 – 2018