# BENJAMIN MORELLE
## GAMEPLAY PROGRAMMER & TECHNICAL DESIGNER

Passionate about game developement and production. I take pride in making the games I work on the best possible product, looking to be useful to the team and to share good moments with all the other parts of the production.

## CONTACT

**TEL.** +33 6 10 95 02 02

**ADR.** 19 rue des jardins, Vaucresson, France

**EMAIL** benjamin.b.morelle@gmail.com

**SITE** https://benjamin-morelle.fr

## SKILLS

### DEVELOPMENT

Gameplay programming (C++/C#)

Online Programming (asp.net services, docker)

Unity (C#)

Unreal Engine 5 (Blueprint & C++)

Visual Studio

Git/SVN/Perfoce

Prototyping (arduino, electronical, 3D printing)

Other experiences : Web, Python, Android

### GAME DESIGN

Prototyping and iterating game mechanics

Level design (UE4,Unity)

Bug testing and reporting

Playtesting organisation

Tabletop role-playing writing/mastering

### OTHER

English : Pro Fluent  Toeic 960

Driving License

## EXPERIENCES

### Rockstar

**Game System Engineer - Dundee** 2022 - 2024

GTA VI
Work with the design team to architect, engineer, and implement new systems and tools to facilitate the creation of new content by members of the design team.
Directly implenting part of the content, defined by design team, developing on a C# scripting layer, interacting with C++ custom engine and editor.
Maintaning the owned existing systems, participating on the global effort for optimisation along the project.
Interacting with teams of various parts of the project over different countries.

### Ubisoft Reflections

**Gameplay Programmer - Newcastle** 2021 - 2022

Part of an unannounced project, working in the Vehicle team as a Gameplay programmer. Implementing 3Cs gameplay features for Ubisoft custom engine in C++.

**Online Programmer - Newcastle** 2020 - 2021

Working in the Online Dev Team. Developing and maintaining asp.net online services required for gameplay features, also implementing use case of the services in the client code. Working in C# for services, and in C++ for client/server.

### Publicis Conseil 2018 - 2020

**Creative Technologist - Paris**

Designing and Prototyping marketing activations (Unity, AR/VR, 3D printing).

### Safran-Morpho (IDEMIA) 2015-2018

**Engineer- Paris**

Engineering apprenticeship inside biometric sensor R&D department. Tools development (C/C++/C#/WPF) for computer vision and industrialisation process.

## EDUCATION

### Gobelins - Enjmin 2019 - 2020, Paris

Advanced Master : Game & Interactive Experience Design

### Xidian University 2017, Xi'an

Exchange semester university of science and technology

### ESIEE 2013-2018, Paris

Engineer degree : 3D engineering and media technology