

Benjamin MORELLE

Technical Designer

Passionate about video game development, I have several years of experience in AAA industry as well as creating VR experiences and developing personal games. I'm keen to put this experience to good use and I'm now looking for a full time Technical Designer position on an ambitious project.

✉ benjamin.b.morelle@gmail.com

📍 Edinburgh

📞 07485631208

🌐 benjamin-morelle.fr/

WORK EXPERIENCE

XR/VR Developer

Fontizy - FonteVR

02/2024 - 12/2024

Remote

Achievements/Tasks

- Developing XR applications for Meta Quest with Unity. Designing and prototyping training experiences for construction workers. Focusing on making intuitive interfaces for users that have never used a XR headset before.

Game System Engineer

Rockstar Games - GTA VI

08/2022 - 02/2024

Dundee, Scotland UK

Achievements/Tasks

- Work with the design team to architect, engineer, and implement new systems and tools to facilitate the creation of new content.
- Directly implementing content including missions and game modes, scripting in a C# framework for a C++ custom engine and editor.
- Maintaining and owning existing systems, participating in the global effort for optimisation throughout project.

Gameplay Programmer

Ubisoft Reflections - Unannounced

08/2020 - 08/2022

Newcastle, England UK

Achievements/Tasks

- Vehicle team as a Gameplay Programmer: Implementing 3Cs gameplay features for Ubisoft custom engine in C++.
- Online Dev Team as Online Programmer: Developing and maintaining asp.net online services required for gameplay features. Working in C# for services, and in C++ for client/server.

Creative Technologist

Publicis Conseil

09/2018 - 01/2020

Paris, France

Achievements/Tasks

- Designing and Prototyping marketing content including AR filters, mobile apps, VR experiences and electronic prototypes (Unity, AR/VR, 3D printing).
- Technical consulting on large marketing campaigns.

Apprentice Software Engineer

IDEMIA

09/2015 - 09/2018

Paris, France

Achievements/Tasks

- Working as a Software Engineer for the biometric sensor R&D department. Tools development (C/C++/C#/WPF) for computer vision and industrialisation process.

TECH SKILLS

Unreal

C++

Blueprints

Unity

C#

ASP.NET Services

Python

Visual Studio

Git/Perforce

VR/AR/XR

Electronics

Mathematics

Signal Processing

DESIGN SKILLS

Prototyping and balancing game mechanics

Level Design (UE, Unity)

3D Modeling

Bug Testing and Reporting

Playtest Organisation

Tabletop RPG Mastering

Audio Design/Editing

Documentation Writing

EDUCATION

Advanced Masters: Game & Interactive Experience Design

Gobelins - Enjmin

2019 - 2020

Paris, France

Exchange Semester

Xidian University of Science and Technology

2017

Xi'an, China

Masters: Software Engineer

ESIEE Paris

2013 - 2018

Paris, France

LANGUAGES

French

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency