



## Morel Pierre Lead Game Programmer

✉ pierremorel.dev@gmail.com

☎ +84 8 56 75 49 69

📍 Danang, Vietnam

🌐 LinkedIn

🔗 pierremorel.games

🎮 ouimerici.itch.io

### 👤 PROFILE

I'm a passionate game developer with 7+ years of experience in both AAA and mobile games. I enjoy creating fun, polished gameplay and working across the whole pipeline—UI, systems, and tools. I'm always eager to take on new challenges, learn quickly, and grow in new environments.

### 👜 PROFESSIONAL EXPERIENCE

10/2022 – present  
Danang, Vietnam

#### Ubisoft Vietnam

Lead Programmer

**Projects:** Rabbids: Legends of the Multiverse, Skull & Bones

Led a team of up to 10 developers across two major projects, working first with Unity, then with Anvil engine. Stayed focused on maintaining high team engagement, efficiency, and well-being.

02/2019 – 10/2022  
Bangkok, Thailand

#### Ring Zero Game Studio

Unity Programmer

**Projects:** Multiple games and prototypes across mobile, PC, and consoles (PS4, PS5, Xbox One, Series S)

Worked on diverse projects across platforms, developing gameplay features, UI, tools, and core systems. Gained valuable experience collaborating in a small, multicultural team.

07/2018 – 08/2018  
Marseille, France

#### Ironova

Generalist Game Programmer

Contributed to a horror game prototype using a wrist-worn device that read emotional states via biometric sensors, exploring game interactions through emotions. Project ended due to lack of funding.

11/2016 – 03/2018  
Paris, France

#### Quantic Dream

Game Builder

**Project:** Detroit: Become Human (PS4)

Worked on scripting and integrating gameplay and cutscenes using proprietary tools. Translated complex game design into efficient, maintainable logic systems. Contributed to level creation and data integration. Collaborated with designers to find solutions to engine limitations.

06/2016 – 11/2016  
Saint-Denis, Reunion

#### Orika

Software Developer

Worked on a Point of Sale software suite, developing and maintaining features in Python and PHP. Communicated directly with clients to understand business needs and deliver custom solutions.

03/2016  
Los Angeles, USA

#### Vantage.TV

UI Programmer (Remote)

Developed a new UI for the company's Virtual Reality event app using Unity (C#). Focused on building a clean, user-friendly interface for VR experiences.

07/2015 – 12/2015  
Lyon, France

### Eden Games

Gameplay Programmer Intern

**Project:** Gear.Club (AppleTV, iOS, Android, Nintendo Switch)  
Created new game modes and tools using Unity (C#).

## EDUCATION

09/2012 – 06/2015  
Valenciennes, France

### Master's Degree in Game Programming & Management

Rubika (Supinfogame)

09/2009 – 06/2012  
Reunion / Paris,  
France

### Computer Engineering Studies

SUPINFO International University

## { } PROGRAMMING

### C#



### C++



### Python



### Various & Hobby

JavaScript, XNA, LÖVE 2D, Assembly

## TOOLS

### Unity Engine



### Unreal Engine



### Perforce / Git



### JIRA / Confluence



## SIDE PROJECTS

### Ready, Set, Blob! - 2023

Inspired by "Getting Over it" and made for the Level 99 Game Jam

### VolleyDolls - 2022

2-Player chaos, built for the 20 Second Game Jam.

### Everybody Dies - 2020

Hyper-casual mobile game prototype (Unity)

### The Singing Knight - 2020

Adventure game created for the GMTK Game Jam (Unity)

### Steven - 2019

Discord bot with custom logic for server events

...and many more!

## LANGUAGES

### French

Native speaker

### English

Fluent

## INTERESTS

### Video Games

Play and develop

### Football & Gym

Learn and practice

### Travel

Exploration and connections