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PIERRE MOREL   GAME DEVELOPER

ABOUT ME

I am a 29-year-old passionate game developer willing to learn!

I have experience working on mobile and AAA games. I loved doing both and I am now looking forward to the next projects I will have the opportunity to work on.

Any new challenge in game development suits me, as I am a fast learner eager to discover and try new things.

PROFESSIONAL EXPERIENCE

RINGZERO GAMES STUDIO– PROGRAMMER   February 2019 - Present

Multiple unannounced titles

I relocated to Bangkok to join RingZero, where I currently work as Gameplay and UI Programmer.

IRONOVA – PROGRAMMER   August 2018

Ironova, based in Marseille, is creating a wristband capable of reading the emotions of whoever is wearing it.

QUANTIC DREAM – GAME BUILDER   November 2016 – March 2018

Detroit : Become Human (Interactive Drama for PlayStation4)

Responsibilities:

- Transcribing the game design into an efficient and easy-to-maintain script
- Creating the game's cutscenes using Quantic Dream's proprietary tools
- Creating the game's levels and integrating data
- Suggest design ideas to bypass technical limitations

ORIKA – POLYVALENT DEVELOPER   June 2016 – October 2016

Based in Reunion Island and Morocco, Orika is developing a leading Point Of Sale software suite. (*More information on www.Orika.fr !*)

Responsibilities: Understanding the client's request to develop and maintain new features in Python and PHP

VANTAGE.TV – UI DEVELOPER   March 2016

Vantage TV's purpose is to broadcast music festivals and other live events in Virtual Reality. Vantage Tv is based in Los Angeles and I was in teleworking. (*More information on http://www.vantage.tv!*)

Responsibilities: Develop a new UI for the application on Unity Engine (C#).

EDEN GAMES – GAMEPLAY PROGRAMMER [Internship]   July 2015 **–** DECEMBER 2015

Gear.Club (Racing game for Apple TV, IOS, Android and Nintendo Switch)

Responsibilities: Creation of new game modes and additional work on Tools using Unity Engine (C#).

EDUCATION

SUPINFOGAME (2012 - 2015) - VALENCIENNES
Master 2 Degree in Game Programming and Management.

SUPINFO INTERNATIONNAL UNIVERSITY (2009 - 2012) – PARIS / REUNION ISLAND
Computer Engineering School

SKILLS

[Development]

Programming: C#, Python, C++, Lua, Assembly…
Engines: Unity Engine, XNA, LÖVE 2D, Unreal Engine 4 (Learning)

[Tools]

SVN: Git, Perforce.
Bug Tracking: JIRA

PROJECTS
(FOR SUPINFOGAME AND PERSONNAL)

OFFSIGHT (2014 – 2015) – UNITY ENGINE (C#) – GAME DESIGNER / PROGRAMMER
Adventure game based on camera networks composed of 40 to 60 cameras with, at any time, 4 "views" displayed on screen. *(10 months project)*

MOTAMO (2014) – UNITY + VISUAL C# TOOLS – GAME DESIGNER / PROGRAMMER
"2-week game" Challenge organised by Supinfogame and Gameloft. (Ranked 2nd)
"Letter Game" based on an optimised word recognition and dictionary parsing system.

MAGPOPA (2014) – GAME/LEVEL DESIGNER
Single player, Action/Adventure game made for the "Ubisoft Game Challenge" (Ranked 2nd)

OPERAMA (2013) – GAME DESIGNER / PROGRAMMER
Rhythm Game/Audio Book targeting a young audience. Concept selected to be edited by 3D Duo.

AND MANY MORE!
Gravity, Shield Breaker, Snake Friends, Flying Goblins…

REFERENCE

JULIEN COLAS
Quantic Dream – Lead Game Builder

LANGUAGES

French: Native Speaker
English: Fluent

German: Elementary Proficiency
Willing to learn new languages!

INTERESTS

Video Games: Play and Create
Wakeboard: Learn and Practice
Traveling: Discovering new cultures, meeting new people!