Jean Milsonneau

Software Engineer

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Skills

Overview

Most of my career has been with commercial game engines, starting with Unity3D and then with Unreal 5 with access and modifications to the engine for both. I have worked with small teams up to AAA sized teams

The work I enjoy the most is when I can design a system with content creators and see them create what they wanted with my work

Programming (by time spent)

C# • C++ • Unity3D

C • C++ • Unreal

Audio • Wwise

Rendering • Renderdoc
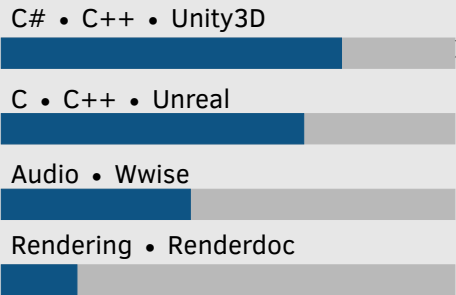
Projects

VRChat - Updating VRChat to the current Unity LTS version and OpenXR while making sure their user generated content still works. Most of the work was from vrcaht using a deprecated **rendering** mode and having 5+ years old content

Narrative Open World - I worked on the engine team at Eidos Montreal on an unnananced **open world** project. My focus was mostly on the narrative, working with audio designer, writers and level designer to make a **dialogue and cinematic system** heavily inspired from the witcher3

Education

2017 - 2018	**Master in computer science for video games**
	University of Quebec At Chicoutimi, Canada
2013 - 2018	**Engineering school**
	Ecole Nationale d'Ingenieur de Brest, France

Experience

May 2024 — Now — Guerrilla Games
Cinematic tech programmer (Decima C++)
Amsterdam, Netherlands

- Maintain existing cinematic tech and worflows
- Develop features for an unannonced project
- Document existing and new features

Oct 2022 — Feb 2024 — Unity Technologies
Software Engineer (Unity Services Team)
Paris, France

- Port VRChat from unity 2019 to 2022 (**Rendering** and user content)
- Port VRChat to **OpenXR** mainly for PicoVR and Vive XR Elite
- **Optimize** projects, provide programming guidelines

Apr 2020 — Aug 2022 — Eidos Montreal
Generalist/Core Programmer (Unreal)
Montreal, Canada

- Debug and support various core systems (SaveGame, Sequencer...)
- **Design a Dialogue and cinematic system** (Witcher 3 style)
- Audio programming (Wwise)

Apr 2019 — Apr 2020 — Eidos Montreal
Generalist/Core Programmer (Unity3D DOTS)
Montreal, Canada

- Open world streaming with Unity3D DOTS
- Design and prototype a **dialogue and barks system**

Tech

Decima — C++

- Parallel programming in an heavily multithreaded engine
- Tool programming for cinematics tooling
- Debugging large systems and workflows

Unity3D — C#

- GameObject programming
- Performance profiling and optimization
- Data oriented programming with DOTS and Burst
- Multithreading with unity's JobSystem

Unreal — C++

- Support and debug engine code
- Support and work with WWise plugin
- C++ system programming and debug

Godot 4 — C++

- Basic knowledge about engine and scripting
- Minor commit to the doc