

CONSTANT BRUNEL

- contact@cbrunel.com
- (514) 963-6656
- [Linkedin](#)

TECHNICAL SKILLS

- Languages
 - C++
 - C#
- Gameplay
 - 3Cs
 - State Machines
 - GAS
 - Combat Systems
- AI
 - Behavior Tree
 - Utility AI
 - Navmesh
- Multiplayer
 - RPC Systems
 - Rollback logic
- Rapid Prototyping

TOOLS

- IDE
 - Visual Studio
 - Rider
- Game Engines
 - Unreal Engine 5
 - Dawn (Eidos Engine)
 - Unity3D
- Version control
 - Perforce
 - Git
- Project Management
 - JIRA
 - Trello
- Project Communication
 - Miro
 - Suite Office

Lead Gameplay/AI Programmer

Lead Gameplay/AI Programmer with 8+ years of experience in AAA game development, specializing in systemic gameplay and player-focused features. Proven ability to lead small teams with a people-first approach, promoting collaboration, mentorship, and a positive team environment.

Experienced in working closely with design, art, and animation to deliver engaging and polished gameplay systems. Passionate about building meaningful player experiences through iteration, technical excellence, and cross-disciplinary teamwork.

EXPERIENCES :

Lead Gameplay/AI Programmer | Eidos Montréal

Unannounced Project (2024 - 2026 : 1 year 8 months)

- **Team Leadership:** Managed a team of 4 through various production phases, fostering a collaborative and productive environment. Implemented regular 1-on-1s to provide open discussion and career-focused mentorship.
- **Mentorship:** Supported team members in their technical growth and ownership, while coaching them to increase their work visibility and proactively share progress with the rest of the project (e.g., through more regular Jira updates and cross-team sharing).
- **Strategic Planning:** Established and maintained technical roadmaps in collaboration with production to ensure the delivery of key features while maintaining flexibility based on project priorities.
- **Cross-Department Coordination:** Maintained constant coordination with other leads to anticipate dependencies, clear technical blockers, and guarantee optimal working conditions for the entire project.
- **Hands-on Development:** Maintained active involvement in C++ production, personally prioritizing technical debt and critical tasks that slowed the team down, acting as a lever to maximize their focus and productivity on gameplay features.

Senior Gameplay/AI Programmer | Eidos Montréal

Unannounced Project (2019 - 2024 : 4 years 11 months)

- **AAA Foundations:** Designed and implemented core gameplay systems in Unreal Engine for a new AAA game, including damage pipelines, inventory, and generic interaction mechanics.
- **Modular Architecture:** Architected abilities using GAS to ensure a modular framework, empowering other departments to work easily with a data-driven approach.
- **AI & Combat:** Collaborated closely with Game Design on enemies and bosses to implement their mechanics and attacks. Optimized and extended a proprietary Utility AI integrated with Behavior Trees for dynamic and contextual decision-making.
- **Find the fun:** Iterated rapidly on gameplay systems to improve player feel and responsiveness. Worked in cross-disciplinary strike teams (design, animation, FX) to prototype and refine gameplay features
- **R&D:** Utilized Unity3D with DOTS and ECS to build solid project foundations prior to the transition to Unreal Engine.

CONSTANT BRUNEL

Lead Gameplay/AI Programmer

EDUCATION

Diplôme en Développement de Jeu Vidéo (DDJV)

Université de Sherbrooke
Longueuil, CANADA | 2016 - 2017

Master's Degree in Computer Science

SUPINFO
Paris, FRANCE | 2010 - 2015

SOFT SKILLS

- Leadership
- Mentorship & Coaching
- Team collaboration & communication
- Planning Management

LANGUAGES

- **Français** : Langue maternelle
- **Anglais** : Professional

INTERESTS

- Esport (Valorant, CS2, LoL, RL)
- Sport : Soccer, Running
- Magic the Gathering
- Game Jam (8+ completed)

EXPERIENCES

Junior Network Gameplay Programmer | Eidos Montreal

Marvel's Guardians of the Galaxy (2017 - 2019 : 2 years 2 months)

- **Multiplayer Architecture:** Developed a proprietary 'Action System' on the Dawn engine, a high-level framework conceptually similar to Unreal's GAS, designed to streamline gameplay ability development before its widespread public adoption.
- **Data-Driven:** Implemented a matrix with a data-driven approach enabling designers to define interactions between gameplay actions.
- **Multiplayer R&D & Replication:** Researched GDC technical post-mortems and industry papers to architect and implement a custom rollback strategy. Managed position and action replication with server-side verification to ensure a seamless, high-fidelity multiplayer experience.
- **Network Testing:** Simulated degraded network conditions (latency, packet loss) using tools like Clumsy to validate replication robustness.

Junior Gameplay Programmer | Infinite Square

Geo Guesser (2015 : 8 months)

- **Game creation:** Developed a mobile game in Unity with C# from concept to release on multiple platforms (iOS, Android, Windows Phone)
- **Level Editor:** Built a custom level editor used to create over 200 levels

TEACHING EXPERIENCE

Mentor | Université de Sherbrooke

DDJV (2020 - Present)

- **Project Management Support:** Strategic guidance for students in the Video Game Development program during their term projects.
- **Technical Expertise:** Shared AAA production pipeline experience to help students navigate technical and organizational pitfalls.
- **Communication Coaching:** Provided critical support and preparation for public presentations to improve game vision clarity.