

# Stéphane Cui

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Driven by an industry that I love, I am a dedicated and versatile designer. Empowered when amongst peers, finding elegant and on-point solutions are my passion and I always strive to learn and succeed in every project in which I take part.

## COMMERCIAL PROJECTS

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**Tom Clancy's Rainbow Six Quarantine** (PC, XONE, PS4)  
(January 2019 - Present)



**Unannounced Game**  
(September 2018 – December 2018)



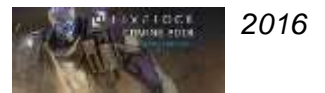
**Unannounced D&D Game**  
(May 2017 – September 2018)



**Strain** (PC)  
(September 2016 - May 2017)



**Livelock** (PC, XONE, PS4)  
(October 2015 – September 2016)



**Jotun** (PC, XONE, PS4)  
(April 2015 – October 2015)



## EXPERIENCE

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**Ubisoft Montreal** (September 2018 – Present)  
UX Designer



**Tuque Games, Montreal** (September 2016 – September 2018)  
Game Designer



**Tuque Games, Montreal** (October 2015 – September 2016)  
Designer, Cutscenes



**Thunder Lotus Games, Montreal** (April 2015 – October 2015)  
Quality Control, UX



## EDUCATION

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**Master of Advanced Studies, Game Design**  
University of Montreal, Canada  
Diploma obtained (May 2015)

2014-2015

**4 Year Bachelor, Industrial Design**  
University of Montreal, Canada  
Diploma obtained (May 2014)

2010-2014

<b>Minor, Economics</b> University of Montreal, Canada 30 Credits obtained	2009-2010
<b>First Year of Engineering</b> University of Technology of Troyes, France	2008-2009
<b>Baccalauréat Science Series, Physics-Chemistry Spec.</b> Lycée Français de Shanghai (Private School), China Diploma obtained with honors	2006-2008

## LANGUAGES

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### French

Native

### English

Fluent in oral and written

TOEFL Degree Holder

ESOL Cambridge Examinations Level 2 Degree Holder

### Mandarin Chinese

Conversant in oral and written

8 Years of expatriation in Continental China and South Korea

## VOLUNTEER WORK

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<b>Montreal International Game Summit (MIGS 2015)</b> Reception and event logistics.	2015
<b>SEUR Project (Sensibilisation aux Études, à l'Université et à la Recherche, 1 week)</b> Volunteer mentor in a project framework on research and university studies awareness.	2012

## PUBLIC SOFTWARE

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Axure RP 8	C# Mono 2.6.NET	Photoshop CS6
Indesign CS6	Rhino 3D 4.0	uSequencer
Mindjet Mindmanager	Cinema 4D	Sony Vegas Pro
XMind	Microsoft Office	Unreal Engine 4.20
Jira Atlassian	Unity3D	Premiere Pro CS6