Sacha Benamou

📞 Contact

Portfolio
sachabenamou.com

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🎓 Education

Campus ADN
ACS in Level Design
Completed in 2022

HEC Montreal
Bachelor in Business Administration Specialized in IT
Completed in 2021

🧩 Skills

Programming languages
- C#
- Java
- JavaScript/TypeScript
- Lua
- Python
- Visual Scripting (Blueprint and others)

Software
- Unity - Unreal Engine 4/5 - GameMaker Studio - Hammer/Source
- Visual Studio - Eclipse
- Perforce - Git
- Sketchup
- Office and Google suites
- Adobe Photoshop/Gimp
- Twine

👤 References

Archiact VR, CDRIN and CM Labs
On Demand

About me

As a passionate designer, I thrive in dynamic team environments where I can contribute to creating innovative experiences and solving complex challenges. With a focus on continuous growth, I embrace technically demanding projects that push me to develop new skills.

Work Experience

2024 - Present
CM Labs | Montreal, QC (Hybrid)
Technical Designer
- Creating and documenting internal tools and systems used by designers
- Scripting game logic using C# and Python
- Designing and creating scenarios using Unity and Vortex Studio, the company's internal engine
- Optimizing levels and logic to ensure performance requirements are met on simulator hardware
- Contributing to the coordination of the development of major new features in collaboration with the Engine and Integration teams

2023
Squid Squad/CDRIN | Montreal, QC (Remote)
Technical Game Designer
- Contributing to the programming, as well as game and level design of all projects developed by the studio
- Planning the technical pipeline and architecture for each project
- Guiding and training students employed by the studio in game engines and basic programming notions

Archiact VR | Montreal, QC (Remote)
Technical Designer
- Participating in the evolution of an innovative VR games platform through collaboration on existing and new features with the platform holder
- Contributing to game, systems and level design on several projects at a time
- Coded said systems through visual scripting and/or TypeScript

2022–2023
Campus ADN | Montreal, QC (Hybrid)
Programming Team Lead (Academic Project)
- Designing and programming several mechanics and systems for the avatar (including controls and camera), enemies, UI and audio integration
- Communicating programming challenges and stakes to other departments
- Planning and dispatching tasks within the programming team