Jean-Baptiste Siraudin

Versatile game designer & creative engineer

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EXPERIENCE

Game Designer

Ubisoft | 05.2022 - ... | Paris , France

* Since January 2025, game designer for an announced game

Ubisoft Paris built a collab team for Massive on Star Wars Outlaws, a AAA open-world action-adventure game.
* Feature owner and designer for Kessel Sabacc and Fathier Races minigames, leading the implementation in the Snowdrop engine using visual scripting
* Collaborated with up to 50 people for Sabacc, in art, animation, narrative, sound and tech departments, providing feedbacks and guidance to achieve a cohesive experience
* Stage director on gameplay motion-capture sessions
* Developed 3 python scripts to improve the team workflow in the Snowdrop engine (sequencer, excel-to-data import/export, data sorter/renamer)
* Joined the tech design team for DLC and live operations
* Speaker at GDC 2025 for 2 talks about Sabacc *Crafting Sabacc in 'Star Wars Outlaws'* and *Designing Emotions in 'Star Wars Outlaws' Sabacc NPCs*

Junior Previsualization Game Designer

Ubisoft | 06.2020 - 04.2022 | Paris , France

Ubisoft Paris built a collab team for Ubisoft Singapore on Skull & Bones, a AAA open-world multiplayer game.
* Helped ground gameplay teams in a transversal previz role, delivering prototypes and design documents, with a focus on realization and user experience
* Designer on The Helm, an end-game feature, with a focus on PvPvE gameplay combat challenges, economy and UI, leading its implementation in the Anvil pipeline
* Public speaker at Ubisoft Forward September 2022 public event at Ubisoft HQ to present Skull & Bones and answer questions about the game

Research Engineer Assistant

Ubisoft | 10.2019 - 03.2020 | Paris , France

Ubisoft Editorial Technology team helps studios on multidisciplinary topics to deliver great games.
* Implemented 3 prototypes in Unity C# and HLSL compute shaders for demonstrating dynamic Kelvinlets mesh deformations
* Developed a Netflix-like web platform using Meteor, React and GraphQL to browse WebGL prototypes and hundreds of editorial content files instantly

Software Engineer

SelfMade | 03.2017 - 08.2017 | NY, USA

SelfMade provides professional photo editing and social strategy to help grow your social brand.
* Developed Photoshop plugins connected to the SelfMade online platform to enhance the workflow of image editors and improve the delivery speed for edits
* Designed and implemented a new web front-end for uploading edited images from Photoshop, as well as the communication and documentation material when deployed

Creative Software Engineer

GoPro | 06.2016 - 08.2016 | Paris , France

GoPro Pigalle Team (previously Stupeflix) focuses on the development of the editing mobile app Quik.
* Prototyped and designed one new theme "Lapse", using the in-house python & OpenGL framework node.gl

PERSONAL PROJECTS

Scinema

https://youtube.com/c/scinemax/

Scinema is a YouTube Channel popularizing science through the lens of movies.
* Wrote, edited, directed 12 videos
* +120 000 subscribers and +1M views
* Science communication award at Frames Festival 2018

Papertoy

https://papertoy.dev/

A code editor to build interactive prototypes in your browser, all directly playable with a gamepad.
* Developed the website with Next.js and Paper.js for the canvas backend
* Used to create design docs at Ubisoft on Skull & Bones and Star Wars Outlaws
* Focused on rapid prototyping rather than extensive documentation

The Shape of Movies

https://theshapeofmovies.com/

The Shape of Movies is a website enabling real-time data viz on the colors of movies.
* Developed the analysis algorithm in OpenCV/C++ and the website with Next.js
* More than 100 movies analysed and uploaded to the platform

EDUCATION

Computer Graphics Major

Télécom Paris | Paris, France
2018 - 2020

Master of Sciences

Ecole polytechnique | Palaiseau , France
2014 - 2017

LANGUAGES

English	Fluent
French	Native
Spanish	Scolar