

Dominic Sabatier

Software Developer | Technical Mentor

Edmonton, Alberta, Canada

[LinkedIn](#) | [GitHub](#) | [Website](#)

Summary

I'm a software developer with 10+ years of experience across the full development lifecycle: planning and estimation, design, implementation, code review, testing, release and maintenance. I've built games, apps, tools and web software for PC, console and mobile, mostly in C++, C# and Python. I've led the technical effort on core features, introduced code reviews, coding guidelines and pair programming to teams, and mentored junior developers and co-op students. I also teach software development and UX/UI at the college level.

Skills

- **Languages:** C++, C#, Python, JavaScript, PHP
- **Lifecycle and practices:** estimation and planning, design documentation, code review, coding standards, pair programming, Git, SOLID principles, regression testing and test automation, bug tracking
- **Architecture:** UI patterns (MVVM, event-driven), reusable component libraries, internal tools and pipelines, performance and build-size optimization
- **Platforms:** Unreal Engine 5, Unity3D, PC, console, iOS, Android
- **Leadership:** mentoring, onboarding, training, curriculum design, teaching

Experience

Instructor (Contract), NAIT | Edmonton, AB | Sept 2025 - Present

- Deliver and modernize computer science and business courses, teaching industry-standard tools and workflows.
- Designing and developing courses by contract.

Senior UI/UX Programmer, Endava | Edmonton, AB | May 2025 - Sept 2025

Unannounced Unreal Engine 5 title

- Owned core features, including player progression and online matchmaking, from design collaboration through implementation and iteration.
- Broke detailed design documents and wireframes into estimated tasks for complex features.
- Fixed bugs and maintained UMG/C++ systems, helping the studio hit a critical mid-year deadline.
- Found and fixed inefficiencies in the team's workflow.

Senior Developer, Infinigods | Edmonton, AB | Jan 2025 - May 2025

King of Destiny (Unity3D)

- Led performance work that cut load time by 80% (from several minutes to under 30 seconds) and asset download size by 30%, improving day-1 retention.
- Built social gameplay mechanics and character systems.
- Worked with artists to improve their workflow, and built and updated UI shaders so builds matched their vision.

UI Programmer, Inflexion Games | Edmonton, AB | 2022 - 2024

Nightingale (Unreal Engine 5, C++ and Blueprints)

- Led the technical effort on core features: the essence shop, a new progression screen with its backing systems, and player navigation (map, compass, in-world beacons).
- Reviewed C++ and UMG/Blueprint code daily and helped set the project's standards and practices.
- Built a native ViewModel layer that separates game systems from the UI, plus performant data caches.
- Contributed to the restructure and nativization of Blueprint widgets in a large, mature Blueprint-heavy project.
- Designed and contributed to a data-authoring tool for progression design.
- Found pain points in the designers' workflow and fixed them with tools or process changes. Documented system designs as needed.
- Delivered systems that held up under rapidly changing requirements.

Senior Developer, AppSquire | Edmonton, AB | 2017 - 2022

Trailer Park Boys: Greasy Money (PC/OSX, iOS, Android), The Office: Somehow We Manage, Always Sunny: The Gang Goes Mobile, IdleKit (Unity3D, C#)

- Drove the adoption of code reviews, coding guidelines and pair programming.
- Wrote and delivered training on Git, SOLID principles and bug-writing best practices.
- Trained, mentored and supported new hires, junior developers and co-op students.
- Owned features from concept to delivery across clients, industries, languages, tech stacks and platforms.
- Ported Trailer Park Boys: Greasy Money from mobile to Steam, and built reusable UI components and pipeline tools for East Side Games.

Earlier Experience

Instructor, Langara College / CEA | Remote | 2020 - 2022

- Developed and delivered a first-term game programming course for designers, covering scripting, C# and Unity3D, to classes of 10-15 students.
- Worked with faculty to align the course with the broader curriculum, and adapted lessons and assignments to each class.

QA Tester 2, BioWare | Edmonton, AB | 2016 - 2017

Mass Effect: Andromeda (PC, Xbox One, PS4)

- Reported, tracked and regressed bugs, working directly with developers and analysts as the end-user's advocate.
- Wrote Python tools to automate regression testing and repetitive tasks.
- Owned testing for localization, platform-specific configurations and performance features.

Junior Designer, Fluik | Edmonton, AB | 2015 - 2016

Projector Face (Steam), My Baby Seals, Castle Wars, Office Jerk

- Took over Projector Face after a rough development cycle and shipped it on a minimal budget and strict deadline.
- Designed, built and maintained UI and gameplay features across Fluik's library of mobile and PC games.

Education

- **Bachelor of Computer Science**, University of Fredericton, 2030 (In progress)
- **Diploma in Digital Illustration**, Edmonton Digital Arts College, 2016
- **Diploma in Video Game Design**, Edmonton Digital Arts College, 2016
- **Diploma in Web Development**, Durham College, Oshawa, 2006