Enrique Poirier

Software Engineer & Game Programmer

Driven and innovative game developer with 8 years of experience skilled in game systems and tool integration. Seeking a position where I can utilize my skills to improve workflow and my passion to create worlds!

Core Qualifications -

Languages Known: GML, C#, C++, JS/TS, HTML, CSS

Programming & Design:

- Experience in various aspects of game development; Back-end and front end programming, UI/UX, design, etc.
- Strong adaptability, to learn and implement new programming paradigms.
- Experience with external tool implementation. (JSON, CSV based translation, level editor importer)
- Ability to design and code complex systems for ease of use by designers.

Personal:

- Passionate to tell stories.
- Fascination with world building.
- Hobby artist (pixel art, painting, digital, etc).
- Great analytic and problem solving skills.
- Bilingual! (French, English)

Neon Blight, Bleeding Tapes - Solo Developer

2018 - 2022

- Solo project, assisted by an artist and a composer and published under Freedom Games.
- Created a game from scratch and built it all the way through commercial release with 8 supported languages and gamepad support.
- Accumulated over 20 000 wishlists and 10+ million impressions on steam

Side Quest Chronicles, Sorbet Soft - Generalist Programmer & Technical Artist

Sep 2022 - Present

- Designed and engineered a Menu/UI framework for Game Maker.
- Made a VFX library that integrated vfx assets built by me using a data driven format.
- Designed and created multiple aspects for the game (Levels, Boon Items, etc).
- Responsible for implementing various accessibility features.

Ampersand Game Studios, Wave Raider - Gameplay Programmer & Game Designer

May - July 2021

- Fully created, designed and published a mobile game within 2 months.
- Adapted to their in-house framework for creating their games inside GameMaker.