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Enrique Poirier

Generalist Programmer

Driven and innovative game developer with 5+ 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 all aspects of game development from writing, designing and programming.
- Strong ability to learn and implement new programming paradigms.
- Experience with implementing JSON data in games. (level editor, dialog, items, etc.)
- 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.
- I'm bilingual! (French, English)

Experience -

Neon Blight, Bleeding Tapes - Solo Developer

2018 - 2022

- Solo project, assisted by an artist and a composer and published under Freedom Games.
- Handled all aspects of the game's development.
- 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 coded a Menu/UI framework that supports widescreen.
- 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 implemented 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.
- Learned to use their in-house framework for creating their games inside GameMaker.
- Learned to work as a team with an international team.