



Angel Gimer

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(438) 378-2922

Pointe aux Tremble QC

Summary

Data-driven person and well-organized team player offering excellent communication and multitasking abilities. Experience managing and coordinating multiple projects and activities, self-directing and making use of resources to meet deadlines with minimal supervision. Diligent, detail-oriented and reliable worker enthusiastic about supporting success.

Skills

- Soft Skill :
- Team Worker
- Proactive
- Communication
- Punctual and Polite
- Hard Skill :
- Gameplay Programming
- Object-Oriented Programming
- CMake
- Programming Language :
- Language C#
- Language C++
- Language C
- Tools :
- Unreal Engine
- Visual Studio 2019
- Unity

Education and Training

AEC- Game Programming - Isart Digital
Montréal
01/2023
High School Diploma
Sainte Marie Du Port
08/2021

Experience

convenience store A+

Cashier 04/2022 to Current

- Operated cash register, collected payments and provided accurate change.
- Inventoried stock and placed new orders to keep supplies within optimal levels for expected demands.

Isart Digital - OpenGL 4.2

Engine / Game Programmer 03/2023 to 06/2023

- implemented base of rendering and RHI.
- Implemented and tested the maths library.
- Implemented dynamic scripting in Lua.
- Organized team management to ensure effective workflow.

Isart Digital - Unreal Engine 5.02

Game Programmer 12/2022 to 12/2022

- Implemented number of VR Feature including, Puzzle and Advanced AI
- Worked Closely with Game Designer to ensure efficient and accurate work

Isart Digital - Unity

Game Programmer 04/2022 to 05/2022

- Implemented Camera Movement, Controller and Multiplayer

Languages

French (Native language)

English : B2

Portfolio

- <https://angel-2180.github.io>