ANGEL GIMER

Game Programmer

☎ +14383782922   @ angel.gimer.ca@gmail.com   🔗 https://angel-2180.github.io   📍 Montreal QC

EXPERIENCE

Cashier

Convenience store A+   📅 04/2022 - 10/2024   📍 Location

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

Engine Game Programmer

Isart Digital   📅 03/2023 - 06/2023   📍 Location

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

Game Programmer

Isart Digital   📅 12/2022   📍 Location

- Unreal Engine 5.02
- Implemented number of VR Feature including, Puzzle and Advanced AI
- Worked Closely with Game Designer to ensure efficient and accurate work

3C Programmer

Isart Digital - Unity   📅 04/2022 - 05/2022   📍 Location

- Implemented Camera Movement
- Implemented Controller
- Implemented Multiplayer

EDUCATION

High School Diploma

Sainte Marie Du Port   📅 08/2021   📍 Sainte Marie Du Port

SUMMARY

Recent graduate in Game Engine Programming with strong foundational knowledge in C++, real-time rendering, physics simulation, and engine architecture. Skilled in using tools such as Unity and Unreal Engine, with a solid grasp of game loop mechanics, asset pipelines, and scripting. Passionate about building immersive and efficient game systems. Eager to contribute to game development teams, learn from industry professionals, and grow into a proficient game engine programmer.

TRAINING / COURSES

AEC- Game Programming

Isart Digital

LANGUAGES

French   Native

English   Advanced

SKILLS

Hard Skills

C/C++   C#   Rust   CMake   Git

LUA   OOP   OpenGL   Godot   Unity

Unreal Engine   Virtual Reality

Visual Studio

Soft Skills

Critical Thinking   Team Collaboration

Adaptability   Continuous Learning