

ANTONY COLLIN-D.

Gameplay programmer

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antonycd.com (portfolio)
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Passionate about video game development with strong skills in C#, JavaScript, SQL, Unity and Visual Studio environments and more. Practical experience in creating game mechanics, asset integration and multidisciplinary collaboration.

TECHNICAL SKILLS

- | | |
|----------------------|--------------|
| ✓ Unity | ✓ C# |
| ✓ Blender (basics) | ✓ JavaScript |
| ✓ Visual Studio | ✓ SQL |
| ✓ Version management | ✓ Java |

SKILLS

- | | |
|-----------------|---------------------|
| ✓ Adaptability | ✓ Agile Development |
| ✓ Collaboration | ✓ Fast prototyping |
| ✓ Ingenuity | ✓ Optimisation |

EXPERIENCE

Caméléon Agence Web

Software integration and development intern | January 2023 - April 2023

- Research and reading documentation for using Google services and APIs.
- Participation in weekly team meetings.
- JavaScript programming and interaction with Google and Hubspot APIs.
- User interface design in Google Sheets and Retool.

PROJECTS

Subnauticat (Unity/C#)

Developer | 1 week

- Programming of game mechanics such as improvement, movement and saving systems.
- Participation in game and level design.
- Incorporation of sound effects and art into the game.
- Collaboration with programmers, an artist and a music composer.

Rest In Pastry (Unity/C#)

Developer | 2 weeks

- Programming of inventory systems, cooking according to the combination of different ingredients, dialogue and level selections/saves.
- Participation in the design of the game.
- Incorporation of sound effects and art into the game.
- Collaboration with artists, a music composer and a screenwriter.

C.H.O.M. (Unity/C#)

Developer | 3 months

- Programming of several weapons, course movements, several enemies, game settings, level selection and a weapon and enemy inspection system.
- Collaboration with programmers and artists.
- Incorporation of art and sound effects into the game.
- Participation in the design of the game.

EDUCATION

2020 - 2023 | Lionel-Groulx College

DEC in computer science.

OTHER

Playtester - EA

Participation in a 2-week playtest at EA Montreal.