

# ANTONY MÉNARD

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## DIPLOMAS

- Bachelor's degree in video game Development, UQAC, 2022
- DEC in programming, video game option, Cégep de Ste-Foy, 2020

## COMPETENCES

- Languages : C++/C#, Java, SQL, PHP, HTML 5, CSS 3, JavaScript, NodeJs, ReactJS, Kotlin
- Platforms: Unity, Unreal Engine 4, Git, Perforce, Android Studio
- Certifications: Azure Fundamentals (AZ-900)
- Other: Agile/Kanban Methods

## WORK EXPERIENCES

### MOBILE APP DEVELOPPER - BI EXPERTISE

May to August 2021 and August 2022 to Now

- Explore solutions to conceptualize 3D models using photogrammetry
- Search for new technologies and useful concepts for the projet at hand
- Stay up to date with new technologies and learn new skills about Azure Essentials and Blender
- Collaborate with other programmers, analyse constraints and suggest appropriate concepts for different features

### STUDENT STAFF - BENEVA

March to August 2020

- Analyze existing features and, if need be, define new solutions to the needs of systems
- Automate the Beneva's mobile app build with GitHub Actions

### INTERNSHIP - BENEVA

May to August 2019

- Automating of interface testing on mobile app
- Developping a web site to spread the use of tests by others developpers
- Research for new technologies and software to adapt the tests on both Android and IOS

## DISTINCTIONS

- 2 Excellence scholarship of UQAC Foundation (2020, 2022)
- Third prize at HackQC 2019 (Create an app to identify nearby electric car charging stations and the touristic attractions near them)
- Scholarship of Glendon University for an English immersion (Explore 2019 program), Toronto

## LANGUAGES

| French and English (Spoken, Read, Written)