Antony Ménard

Bachelor in Video Game Development

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Bilingual, passionate about video games and holder of a baccalaureate, I am seeking a job opportunity to put my knowledge and passion in practice

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Skills

Fluency in French and English (read, spoken, written)

Languages: C++/C#, Java, SQL, PHP, HTML 5, CSS 3, JavaScript, NodeJS, ReactJS, Kotlin

Platforms : Unity, Unreal Engine 4, Git, Perforce, Android Studio, Visual Studio

Agile/Kanban Methods

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Work Experience

BI Expertise / Mobile App Developer
May 2022 to May 2023 and May to August 2021

Specialized in integration of AI technologies

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

Beneva / Programmer
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

Beneva / Programmer (Intern)
May to August 2019

- Automate interface testing on mobile app
- Develop a web site to spread the use of tests by other developers
- Research for new technologies and software to adapt the tests on both Android and IOS

Education & Diploma

Bachelor's degree in video game Development, Université du Québec à Chicoutimi (UQAC), 2022

Certification Azure Fundamentals (AZ-900), 2022

DEC in computer programming, video game option, Cégep de Ste-Foy, 2020

Scholars & Distinctions

- Two Excellence Scholarships from 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 of Toronto for an English immersion (Explore 2018 program)

Realisations

- Develop a game in a multidisciplinary team using Unreal Engine 4 and Perforce
  - Prototype game concepts for a serious game
  - Collaborate with artists to maintain a united vision of the game's end goal
  - Work with programmers to integrate gameplay elements
- Create a web site including front and back end
- Use and manage a database
- Build graphic interfaces
- Develop mobile apps
- Participate in game jams to reinforce my skills

Specific Aptitudes

- Ability to code and/or validate and verify that the systems developed meet the project objectives and do not create inconsistencies with existing code. If necessary, suggest improvements, design, test and implement.
- Ease of writing technical documentation
- Concern for customer satisfaction and quality, ensuring that the implementation of the game controls and systems planned by the programming team succeed in providing the expected game experience for the player
- Diagnose and fix technical bugs in a game or system
- Collaboration with other dedicated teams on different systems and environments, and development of tools for them, as needed
- Knowledge transfer (client, colleagues) and training in the use of the new system or application
- Prioritize to be implemented features

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