

# ELI LAPOINTE

## Game Development Student

### CONTACT DETAILS



Saguenay (Québec)



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### SKILLS

**Languages:** French, English

#### Programming

- C++
- C#
- Java
- JavaScript
- PHP
- SQL

#### Tools

- Unreal Engine
- Unity
- Git
- Perforce Helix
- Rider
- Visual Studio
- HTML/CSS

### EDUCATION

- **Game Development Bachelor's Degree**  
**2020 - 2023**  
Université du Québec à Chicoutimi
- **College Diploma in Multimedia Integration Techniques**  
**2017 - 2020**  
Cégep de Jonquière - ATM

### RELEVANT EXPERIENCE

#### Lux - Multidisciplinary Game Project **JANUARY 2022 - DECEMBER 2022**

Serious game project with NAD-UQAC

- Communication and collaboration between programmers and artists
- Respect of a structure and schedule throughout the project by using the agile method
- Setting up playtests

#### UQAC WonderJam

**3 ENTRIES - 2020, 2021, 2022**

Games developed in 48 hours

- Time management with tight constraints
- Effective communication with team members

### AWARDS AND RECOGNITION

- **Ubisoft Entertainment inc. Scholarship**  
**FEBRUARY 2022**  
2021-2022 UQAC Development Fund Scholarships - Mid-term Excellence
- **Second Place and People's Choice**  
**OCTOBER 2021**  
Autumn 2021 UQAC WonderJam

### PROFESSIONAL EXPERIENCE

- **Bookseller - Archambault Chicoutimi**  
**MAY 2022 - SEPTEMBER 2022**
- **Sales Clerk - Galerie du Jouet Jonquière**  
**MARCH 2019 - OCTOBER 2019**
- **Cashier - Maxi Jonquière**  
**MAY 2017 - FEBRUARY 2019**