

# Alexandre Brochu

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## Education

2012-2015 **Bachelor degree in computer science**, *Sherbrooke University*, Sherbrooke (Quebec).

- Final GPA of 4.06
- Rendering programming
- Artificial Intelligence
- Object oriented programming

2009-2012 **DEC in information technology**, *Cegep de l'Outaouais*, Gatineau (Quebec).

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## Work experience

May 2014 **General programmer**, *Square Enix Montreal*, Montreal, QC.

- Aug. 2014
- Working with Unity3D game engine
  - Modifying the game code directly (artificial intelligence, animation, user interface)
  - Adding functionalities to the game based on specifications
  - Fixing problems identified by a team of testers
  - Developing a game on a mobile platform

Jan. 2013 **Web Developer**, *Environment Canada*, Gatineau, QC.

- Apr. 2013
- Sept. 2013
- Dec. 2013
- Working in an autonomous fashion
  - Developing a new version of a tool used to help productivity of other employees
  - Planning the implementation of a database
  - Writing code of a web publication tool (asp.net, MVC)
  - Helping with web server management

Jan. 2012 **Software developer**, *STaCS DNA*, Ottawa, ON.

- Aug. 2012
- Working with a testing team
  - Adding functionalities in a DNA database software
  - Modifying software based of specifications
  - Fixing problems identified by clients using the software
  - Maintaining a large SQL database
  - Internship completely done in English

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## Technical skills

Operating systems Microsoft, Linux, Android

Languages C++, C#, Javascript, Ruby, Python, Racket, Java

Development tools Visual Studio, Eclipse, Netbeans, Vim, CMake, GDB

Version systems Git (Github, Bitbucket), Perforce, SVN, TeamFoundation

Game engines    Unity 3D, Unreal Engine, DromEd

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## Awards and recognitions

- Two different awards of excellence for the summer 2013 and winter 2015 semesters at the Sherbrooke University for a GPA of 4.3 (A+) at the end of each semesters.
- Best grade physics 536
- Best grade chemistry 584

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## Personal and university projects

- Ray tracing engine in C++
- Implementation of a reward based learning algorithm
- Solar system visualiser with OpenGL and C++
- Parallel fractal generator
- Creation of first person shooter controls with the Unity3D engine
- Creation of a game based on game mechanics observed in an existing game

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## Interests

Video games    I like playing video games for the experience in my free time but also to study what makes a game interesting

Computer    While studying, I built multiple computers for my close friends and myself.

Music    I have been playing electric guitar for 7 years now. I learnt all by myself and I practiced my self-education a lot while learning.

**Bethesda**  
*Montreal (QC)*

May 2nd 2016

Dear Hiring Manager for Bethesda

I am writing to your company after viewing an advertisement for a job as a Graphics Programmer. Attached to this letter is my resume, which will provide you with further information about my work experience, interests, and education.

I completed my computer science studies recently and found a job as a mobile game developer in Ottawa. While I was studying at Sherbrooke University, I wanted to focus on computer 3D rendering courses to understand the graphic field of computer programming. I was interested in learning the technical details to implement the systems used in this domain as well as the abstract mathematical concepts that worked behind the scenes. Even today, I still enjoy learning about new graphic and rendering technologies and the maths behind it all as well.

I would be very interested in joining your team to have the opportunity to work with multiple game engine environments and to fortify my knowledge in graphics programming.

Thanks for your consideration.

Yours faithfully,

**Alexandre Brochu**

*attached: curriculum vitæ*