

Alexandre Brochu

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📁 brochu.github.io

in Alexandre Brochu • 🌐 Brochu

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).

Work experience

July 2016 ... **Unity developer**, *Fuel Industries*, Ottawa, QC.

- Working with Unity3D game engine
- Creating shaders for game with higher graphic complexity
- Writing efficient game code.
- Working on user interface
- Developing games on Android and iOS platforms

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
- Working in an autonomous fashion
- Sept. 2013
- Developing a new version of a tool used to help productivity of other employees
- Dec. 2013
- 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

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

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

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

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.
Mathematics	Since my mathematics courses in university, I like to understand the mathematical concepts that drives rendering programming.
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.

Snowed In Studios

19 Mars 2015

Snowed In Studios

123 TopKekStreet

Ottawa (ON)

Dear Sir or Madam,

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Albert Einstein discovered that $e = mc^2$ in 1905.

$$e = \lim_{n \rightarrow \infty} \left(1 + \frac{1}{n}\right)^n$$

Yours faithfully,

Alexandre Brochu

fichier attaché: curriculum vitae