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SUMMARY

- 7 Years development within the Unity engine
- 5 Years maintaining professional and personal projects using Git and JIRA
- 3 Years full-stack development experience utilizing C#, MongoDB, and SQL Server
- 3 Years independent development experience including 2+ years in the development of independently published mobile and desktop game applications
- 3 Years designing professional software solutions following OOP principles
- 3 Years developing multiple REST and SOAP API integrations
- 3 Years implementing and maintaining personal software and game development projects including various hackathon and game jam submissions.
- 3 Years writing and maintaining detailed development documentation
- 1 Year managing and coordinating build and release automation strategies
- 1 Year building my own game engine utilizing the OpenGL library, FMOD API, and C++.

EDUCATION

- | | |
|--|------------------------------------|
| Fanshawe College
<i>London, ON</i> | Sept 2021 – Apr 2022
(expected) |
| <ul style="list-style-type: none">Graduate Certificate (Game Development - Advanced Programming)<ul style="list-style-type: none">Managed the design, production, deployment, and maintenance of game prototypes, fragments, and components.Created prototype games and game fragments through the development and use of various software components, along with the use and integration of existing commercial tools and components. | |
| Queen's University
<i>Kingston, ON</i> | Sept 2011 – Apr 2015 |
| <ul style="list-style-type: none">Bachelor of Computing (Biomedical Computing) | |

PROFESSIONAL DEVELOPMENT PROJECTS

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|--|---------------------|
| ShutOut Hockey | Jan 2018 – Feb 2019 |
| <ul style="list-style-type: none">Arcade style hockey game. Available on Google Play and itch.io.Tracked project management via Kanban board and followed a self-directed schedule.Oversaw all development tasks including gameplay code, animations, and UI design. | |
| Bouncit | Aug 2020 – Jan 2021 |
| <ul style="list-style-type: none">Casual mobile game. Available on Google Play.Added support for in-app purchases and unlockable content.Included interstitial ads informed by player feedback obtained during a beta testing program. | |

EXPERIENCE

Senior Full Stack Developer

August 2017 – August 2021

[METHOD:CRM](#) (Toronto, ON)

- Promoted from Junior Full Stack Developer in 2018, Intermediate Full Stack Developer in 2021.
- Implemented new functionality using primarily C#, React, REST API, SQL Server, and MongoDB.
- Developed improvements to API integrations to decrease server CPU usage by > 70%.
- Completed detailed analysis of outgoing API calls using data stored in InfluxDB and visualized using Grafana. Afterward, implemented fixes to decrease the number of invalid requests by > 60%, leading to an improved relationship with a key business partner and increased marketing opportunities.
- Architected new accounting integrations with Xero utilizing OOP creational patterns to allow for a scalable, easily maintained solution.
- Created integration test suite for internal API using Python.
- Wrote extensive documentation to assist in the training of junior developers.
- Acted as a key point of contact and mentor to junior developers while working remotely.
- Initiated dialogue across multiple development and customer-facing teams to help ensure development projects matched customer demands.

Customer Success Manager

Sept 2015 – August 2017

[METHOD:CRM](#) (Toronto, ON)

- Promoted from Technical Sales Specialist in July 2016.
- Maintained relationships with small business clients by completing training sessions and investigating client concerns.
- Led success team in generated professional services revenue by referring 100% more consulting cases compared to other team members.
- Assisted clients with initial project scoping and solutioning.
- Completed independent statistical analysis of initial consulting sessions to determine which categories best converted to additional paid work.

Undergraduate Research Assistant

May 2014 – Apr 2015

[QUEEN'S EQUIS LAB](#) (Kingston, ON)

- Collaborated with PhD and Graduate students designing exercise video games for children with Cerebral Palsy.
- Designed key elements of ongoing research studies and implemented features using the Unity editor and C#.
- Provided statistical analysis of research data to refine and optimize the overall gameplay experience.
- Independently created iOS app using Unity to facilitate testing of new technologies.

TECHNICAL QUALIFICATIONS

Languages

- Proficient in: C#, C++, Python, C, Java, VB.Net
- Familiar with: React, AngularJS, JavaScript, HTML, CSS

Software

- Database: Microsoft SQL Server, MongoDB, MySQL, InfluxDB
- Platforms: Windows, Linux, Android, iOS