

Contact Information:

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phone: (707) 654-3339

LinkedIn:

www.linkedin.com/in/david-nadeau1/

GitHub:

<https://github.com/DaveNadeau>

Portfolio:

www.ctrlaltdvelop.com/daveNadeauProfile.html

Skills:

- C++ language
- Javascript, HTML5, CSS3
- Studying MERN stack
- GitHub version control
- Unity & Unreal 4 engines
- Photoshop, Lightroom
- 3DS Max
- IDEs: Visual Studio, Atom
- High level communication skills

Education:

Devry University, Online

Bachelor of Science

Game and Simulation Programming

Certifications:

freeCodeCamp

Responsive Web Design

Javascript Algorithms and

Datastructures

Udemy

The Complete Web Developer

2019: Zero to Mastery (in progress)

Comp TIA

220-901 & 220-902 A+

(in progress)

Dave Nadeau

Having obtained a B.S. in Game and Simulation Programming, I have a solid foundation in Object Oriented Programming with a mid-level programming language (C++) as well as an eye toward design. Numerous certificates also speak to my thirst for knowledge and skills in a wide range of development. I see myself as a generalist with a desire to specialize.

Projects

Astroman (PC: First-Person Shooter)

Programmer(C++)/HUD Designer/Character Design and Animation

Resources: Unreal Engine, 3DS Max, Photoshop

This was a student project. A team of four, we created a space themed first person shooter with horde-style gameplay. Implementing the HUD was integral to the look and feel of the game and proved an arduous process. Along with some great lessons learned in coding and debugging, I learned about letting go of ideas in the spirit of collaboration. I was also the sole animator of the group, creating original models, then rigging and animating them.

Dreadgulch Valley (PC: Third-Person Shooter)

Programmer (C#)/3D modeling/Cinema Scenes

Resources: Unity, 3DS Max, Photoshop, Audacity

Another student project and again a team of four, we were able to assemble this alien western story with multiple levels in a very short 8 weeks. I created many models for this game, but the crown jewel was the space ship and its cinema scene. While I did spend a great deal of time in that role, it was also my first exposure to the C# language. Because of that, I cast myself into debugging. In my experience thus far, there is no better way to learn the subtleties of a language while deepening your understanding of core concepts than debugging bad code.

Websites

www.ctrlaltdvelop.com

www.davenadeau.github.io

www.sunblushphotography.com

Job History

Ctrl Alt Develop (dba, self employed)

Developer (2018- Present)

- Began as freelance work, now serves as the hub of all saleable and open-source projects

Paradise Valley Estates, Fairfield, Ca

IT Supervisor (2015- Present)

- Project lead for community-wide audio/visual remodel project (Design, RFP, vendor coordination, budget)
- Tasked with bringing all IT Security and HIPAA policies and procedures up to date and fully implemented
- Led implementation of new software system for event coordination
- Lead educator for use of coordination software