

Francis Audet

Montreal

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French

English

Video Game Programmer

Profile

Computers have always been a fascinating subject for me. As I grew older I started to play video games, and now I have a profound interest in creating my own games. In the last few years, I have studied intensively in video game programming to learn C#, C++ and Unity to make video games. I am able to work efficiently and have great skills in analysis as well as great problem solving skills, which gives me an easy time adapting to various situations.

Technical Skills

Languages	C#, C++, Java, PHP, HTML5, CSS3, XML, SQL
Programming Patterns	Oriented Object, Json Serialization / Deserialization, Object pooling, Scriptable Object, Singleton, Observer
IDE	Visual Studio, IntelliJ, Eclipse,
Engines/ Libraries	Unity, SDL, WPF, OpenGL
Technologies	VR, AI
Tools	Git, GitHub, Jira, BitBucket,
DataBase	MySQL
Team Management	Jira, Agile/Scrum, MVP, TDD

Projects

Get It Get Out

A Unity VR game built to run on android.

- This project was made with top down architecture. Features: Singleton, serialization, LOD(Level of detail), Flocking AI, destruction.
- This project was managed using Jira and Scrum methodology, as it was a team project.

The Tank Game

A Unity game made alone

- The project was made using Unity engine. Features: AI, path finding, AI targeting

Tower Defense

A Game made using SDL Library

- SDL is a C++ library. The project was built on top down architecture and featured object pooling, singleton

Training

Video Game Programmer, Attestation of College Studies 2021-2022
Institut supérieur d'informatique – Montreal, QC

Commercial Pilot License Training, Attestation of College Studies 2018-2019
Lachute Aviation – Lachute, QC

Other Relevant Experience

Clerk 2019-2019
Patrick Morin, St-Eustache

- Set up displays
- Aid customers, in finding items or making a purchase
- Stock shelves

Machine Operator
Neuman Aluminium Raufoss, Boisbriand 2020-2020

- Operate automated machines for assembly of parts.
- Operate automated forging equipment
- Inspection of parts after forging process
- Final inspection of parts before shipping at assembly lines

References available on request.

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