

Emmanuelle Cloutier

Junior Game Programmer

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Passionate video game programming student. Independent, creative, and highly motivated to contribute to real-world projects in the video game industry.

Technical Skills :

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|-------|-----------------|------------------|
| - C++ | - Unreal Engine | - Godot Engine |
| - C# | - Unity | - Git / Perforce |
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Experience :

Gameplay - UI Programmer **June 2025 - Present**

All in Tactic Studio, California, USA

Educational Assistant in Game Engine Programming **September 2025 – December 2025**

Université du Québec à Chicoutimi, Qc, Canada

Projects :

Cozy Chessu - Work Project **June 2025 - Present**

Project still in production with a demo coming soon, international collaboration

Critters Eat - School Project **March 2025 - December 2025**

Collaborative game development with artists (NAD center, Montreal) and programmers on a complete project

Education :

Bachelor's Degree in Video Game Development **August 2023 - May 2026**

Université du Québec à Chicoutimi, Qc, Canada

Relevant courses :

- | | |
|------------------------------------|---------------------------|
| - Unreal Engine Prototyping | - Game Engine Programming |
| - Data Structures | - Game production |
| - Object Oriented Programming | - Multiplayer Programming |
| - Artificial Intelligence in Games | - Algorithm |

Diploma DEC in Computer Science and Mathematics **August 2021 - July 2023**

Cégep de Trois - Rivières, Qc, Canada

Relevant courses :

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|-----------------------------------|-----------------------------|
| - Final Unity Project Programming | - Discrete Structures |
| - Unity prototyping | - Linear and Vector Algebra |
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Other Skills :

- | | |
|---|---|
| - Experience with vertical slicing | - Comfortable working in large teams |
| - Strong problem-solving abilities | - Bilingual : English / French |