

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 :

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

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 :

Master's Degree in Programming (Video Games) August 2026 - Present

Université du Québec à Chicoutimi, Qc, Canada

Relevant courses :

- | | |
|------------------------------------|--------------------------------------|
| - Maths and Physics of Video Games | - 3D Interaction and Virtual Reality |
| - Serious Game Developpement | - Practical Game Workshop |

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 | - Algorithms |

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

Cégep de Trois - Rivières, Qc, Canada

Relevant courses :

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

Other Skills :

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