

# Emmanuelle Cloutier

## Gameplay / AI / UI 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.**

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### Technical Skills :

- |       |                 |                  |
|-------|-----------------|------------------|
| - 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

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### 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

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### Education :

#### Master's in Computer Science (Video Games)

August 2026 - Present

Université du Québec à Chicoutimi, Qc, Canada

Relevant courses :

- |                                      |  |
|--------------------------------------|--|
| - 3D Interaction and Virtual Reality | - Artificial Intelligence advance in Games |
| - Serious Games                      | - Thematic Seminar in Video Games          |

#### 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 :

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

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