Emmanuelle Cloutier

Gameplay / AI / UI Game Programmer

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Career Objective :

Passionate video game programming student seeking a **first internship or job opportunity** to apply **skills in programming, mathematics, and game engines. Independent, creative, and highly motivated** to contribute to real-world projects in the video game industry.

Technical Skills :

- C++
- C#
- Unity
- Unreal Engine

- Unreal Engine Blueprints
- Godot Engine
- Java

- Javascripts
- HTML
- Git
- Perforce

Education :

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

Université du Québec à Chicoutimi

Relevant courses :

- Unreal Engine Prototyping
- Data Structures
- Object Oriented Programming

- Artificial Intelligence in Games
- Game Design
- Game Engine Programming

- Game production
- Multiplayer Programming
- Algorithms

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

Cégep de Trois - Rivières

Relevant courses :

- Final Unity Project Programming
- Unity prototyping

- Discrete Structures
- Linear and Vector Algebra

Other Skills :

- Reliable, motivated, and diligent
- Innovative and open to change
- Experience with vertical slicing
- Strong problem-solving abilities

- Independent and proactive
- Comfortable working in large teams
- Bilingual: English / French

Project :

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

- Collaborative game development with artists and programmers on a complete project