Emmanuelle Cloutier

Gameplay / AI / UI Game Programmer

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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

Experience :
Gameplay - UI Programmer   **June 2025 - Present**
All in Tactic Studio, California, USA

Project :

Critters Eat - School Project   **March 2025 - Present**
- Collaborative game development with artists and programmers on a complete project

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Education :
Bachelor's Degree in Video Game Development   **August 2023 - Present**
Université du Québec à Chicoutimi, Qc, Canada
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, Qc, Canada
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