

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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| <ul style="list-style-type: none">- C++- C# | <ul style="list-style-type: none">- Unreal Engine- Unity | <ul style="list-style-type: none">- Godot Engine- 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 :

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| <ul style="list-style-type: none">- Unreal Engine Prototyping- Data Structures- Object Oriented Programming- Artificial Intelligence in Games | <ul style="list-style-type: none">- Game Engine Programming- Game production- Multiplayer Programming- Algorithm |
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Diploma DEC in Computer Science and Mathematics **August 2021 - July 2023**

Cégep de Trois - Rivières, Qc, Canada

Relevant courses :

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|---|---|
| <ul style="list-style-type: none">- Final Unity Project Programming- Unity prototyping | <ul style="list-style-type: none">- Discrete Structures- Linear and Vector Algebra |
|---|---|

Other Skills :

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| <ul style="list-style-type: none">- Experience with vertical slicing- Strong problem-solving abilities | <ul style="list-style-type: none">- Comfortable working in large teams- Bilingual : English / French |
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