

# 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.

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### Technical Skills :

- |                 |                 |               |
|-----------------|-----------------|---------------|
| - C++           | - Unreal Engine | - Javascripts |
| - C#            | - Blueprints    | - HTML        |
| - Unity         | - Godot Engine  | - Git         |
| - Unreal Engine | - Java          | - Perforce    |
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### Education :

#### Bachelor's Degree in Video Game Development

**August 2023 - Present**

Université du Québec à Chicoutimi

Relevant courses :

- |                   |                              |                   |
|-------------------|------------------------------|-------------------|
| - Unreal Engine   | - Artificial Intelligence in | - Game production |
| - Prototyping     | - Games                      | - Multiplayer     |
| - Data Structures | - Game Design                | - Programming     |
| - Object Oriented | - Game Engine                | - Algorithms      |
| - Programming     | - Programming                |                   |
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#### Diploma DEC in Computer Science and Mathematics

**August 2021 - July 2023**

Cégep de Trois - Rivières

Relevant courses :

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

- |                                     |                                      |
|-------------------------------------|--------------------------------------|
| - Reliable, motivated, and diligent | - Independent and proactive          |
| - Innovative and open to change     | - Comfortable working in large teams |
| - Experience with vertical slicing  | - Bilingual: English / French        |
| - Strong problem-solving abilities  |                                      |
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### Project :

#### **Critters Eat - School Project**

**March 2025 - Present**

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