

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.

Technical Skills :

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|-------|-----------------|------------------|
| - C++ | - Unreal Engine | - Godot Engine |
| - C# | - Unity | - Git / Perforce |
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Experience :

Educational Assistant in Game Engine Programming

September 2025 – Present

Université du Québec à Chicoutimi, Qc, Canada

Gameplay - UI Programmer

June 2025 - Present

All in Tactic Studio, California, USA

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 :

- | | |
|------------------------------------|---------------------------|
| - 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 :

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