

# ERIC LAMOUREUX

Guelph, ON | (416) 577-9307  
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[LinkedIn](#)

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## JUNIOR GAME DEVELOPER

Unity • C# Programming • Code Debugging

- A creative software engineering student, specializing in Game Programming, with a background in 3D animation
- Professional experience within the game industry creating game assets for a mobile game
- Foundational understanding of Agile practices, the SDLC, user-oriented design and web development
- Demonstrated application of Unity for game development and C# programming
- Experienced in game asset production using 3DS Max and Substance Painter to model, texture and animate
- Knowledge of industry software including Photoshop, Premier, GitHub, MS Office and Blender
- Skilled with development in C#, HTML, CSS, JavaScript, Java, SQL
- Exceptional problem-solving skills used for debugging, requirements analysis and research
- Strong communication skills and experience working in a team environment while tracking work with Trello

## EDUCATION

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**Game - Programming (Co-op) Advanced Diploma** | Centennial College, Toronto, ON      September 2023 - Present  
*Courses:* Programming in C# | Unity Game Development | QA & Testing | Unix/Linux | Assets for Games | Software Requirements | Client-Side Web Development | Java Programming | Database Concepts (SQL)

**Animation 3D - Advanced Diploma** | Mohawk College, Hamilton, ON      September 2018 - April 2021  
*Courses:* 3D Modelling | Character Animation | Simulation | Texturing | Video Editing | Storyboarding | Scriptwriting

## PROFESSIONAL DEVELOPMENT

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**Complete C# Unity Game Developer 3D – Certificate** | Udemy Online Course      August 2024  
**Learn C# - Certificate** | Codecademy Online Course      July 2023

## RELEVANT EXPERIENCE

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**3D Artist and Animator** | No Fuss Tutors, Toronto, ON      August 2021 - July 2022

- Engaged through the full cycle of game development, building an educational *City Builder* for schools and teachers
- Applied skills in modelling, rigging and animating, as well as Unity when tasked with balancing the game
- Demonstrated strong communication and collaboration skills, working in a small multi-disciplinary team

## SELECT PROJECTS

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## Brick Breaker Clone | Unity, C#

- Recreated *Brick Breaker* with power-ups that the player can choose to pick up
- Designed with many levels that become more complex and a high-score system

## Flappy Bird Clone | Unity, C#

- Recreated the popular mobile game *Flappy Bird* with original sprites, audio and code
- Utilized random generation for the pipes and becomes more challenging the further you get

## Software Requirements Specification Document - *Unified Social Messaging App*

- Collaborated in a team using Agile practices for the development of an SRS document for a mobile app, *Unified Social Messaging*, that allows users to access all of their messaging services in a singular, user-friendly platform
- Created UML diagrams and Gantt chart, as well as functional/non-functional requirements sections

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## Web Design - C#, HTML, JavaScript

- Designed a responsive, user-oriented realty website to display properties for sale
- Created an image gallery, contact form, and responsive-design for web and mobile browsing

## WORK EXPERIENCE

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### Data Entry | Empire Life, Kingston, ON

January 2023 - Present

- Make changes to life insurance policies with attention to detail in a fast-paced setting
- Provide clear communication to advisors and coworkers regarding policies being worked on

### Picker/Packer | Puresource, Guelph, ON

September 2016 - August 2018

- Quickly and accurately picked products while using a headset to track order details
- Packed orders paying special attention to glass products that needed extra padding
- Prepared shipping labels and wrapped skids to be loaded and shipped

## INTERESTS

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- **Gaming:** Lifelong gamer who enjoys games across genres such as survival, Online FPS, turn-based and MOBA games
  - **Game Development:** Frequently in Unity creating small games or experimenting with simulation
  - **3D Printing:** Strong passion for 3D printing; designed and printed physical versions of characters and replacement parts to make repairs for items at home