



INFOS

Location

Delson, Quebec

Phone

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Email

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LINKS

Portfolio

ggauthier.ca

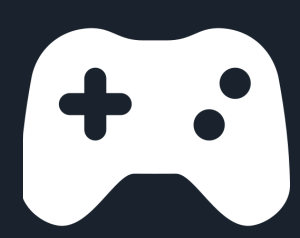
Linkedin

linkedin.com/in/gabrielgauthier-629/

SKILLS



Java - C++ - C#



Unity - Unreal



Transact-SQL



Mixed Reality



Agile Methodology



Design UI / UX

LANGUAGES

French



English



Gabriel Gauthier

Programmer – Game and Software Development

About me

Hello! I'm a recent graduate with a strong thirst for knowledge. Throughout my studies, I've had a fairly diverse path, which has made me highly versatile and capable of bringing innovative and creative approaches to the projects I take on. I'm looking to join engaging projects that will allow me to keep learning while contributing my own touch to help them grow. I look forward to connecting with you soon!

Education

Certificate in Applied Computer Science

2024 - 2025

University of Montreal (UDEM)

Montreal, Qc, Canada

DEC-BAC in Video Game Creation (Software Integration)

2022 - 2024

University in Abitibi-Témiscamingue (Montreal campus)

Montreal, Qc, Canada

DEC in Multimedia Integration Techniques

2019 - 2022

College Édouard-Montpetit

Longueuil, Qc, Canada

Experience

Internship at Ludia Studio

May 2024 – June 2024

Programming Intern

Montreal, QC, Canada

I worked as a programmer in a small team of interns. I learned how to use the GitHub workflow, and every line of code I wrote was reviewed by my supervisors, which taught me a lot. Our task was to create a Unity package containing a mini-game that could be easily integrated into their larger games.

Internship at Hydro-Québec

May 2023 - December 2023

University Intern

Montreal, QC, Canada

I held a university internship at Hydro-Québec, where my role involved learning and developing applications for HoloLens 2 augmented reality glasses. I also had the opportunity to present my work at conferences to diverse audiences.



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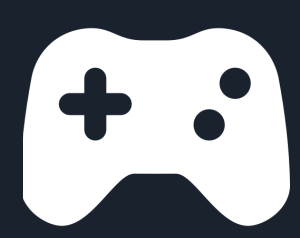
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Gabriel Gauthier

Programmer – Game and Software Development

Experience (Continued)

Internship at Aleo VR (Remote)

April - June 2022

Programming Intern

Remote

I had the opportunity to work on the company's main game, an educational virtual reality game for people with difficulties in French. I integrated and created some assets, as well as programmed certain interactions and visual elements.

CCTN - Compagnie Canadienne de Tableaux Noirs

2018 - January 2023

Production Worker

Saint-Constant, QC, Canada

For five summers, I worked as a production worker at CCTN. My role involved assembling various types of boards, such as white and black porcelain boards, cork boards, luxury cork boards, glass cabinets, and many others.

Interests



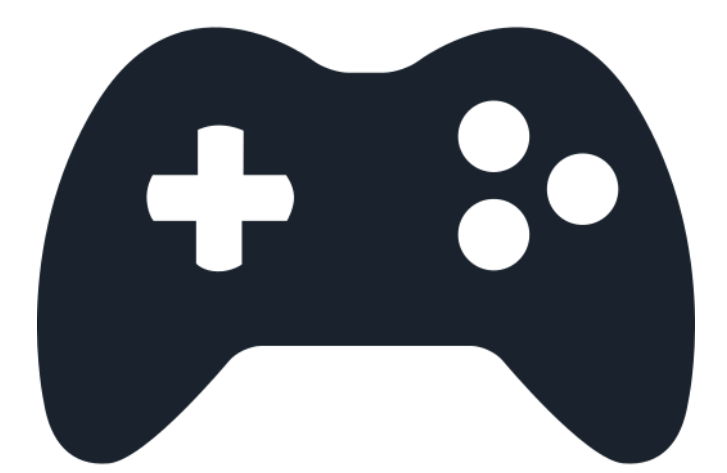
Sports



Nature



Personal
development



Gaming

References

Ludia

Reference Contact : Thomas Rouby

Phone : 514-358-5229

Email : trouby@ludia.com

CCTN - Compagnie Canadienne de Tableaux Noirs

Reference Contact : Mc Élanie Mélissa Roy

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Aleo VR

Reference Contact: Charles Tétrault

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