



## Core Competencies

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- Good communicator
- Experience with Blueprints prototypes
- Can work under pressure
- Fast learner
- Agile method
- Very open to criticism
- Love working in small teams
- Strong technical skills in related fields
- General knowledge of programming

## Software frequently used

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- Unreal Engine 4 + Blueprint
- Source Engine
- Unity 5 + C#
- Perforce & Turtoise SVN
- JIRA
- Microsoft Office
- Photoshop
- 3ds Max
- Illustrator

## Work Experience

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2016 – 2017

### **Immersive Design Studios**

#### **Technical Artist, Blueprint programmer**

- Develop great VR user experiences for clients who are first experiencing VR
- Develop easy to understand tools for artists
- Share problems and solutions with engine programmers, architects and artists
- Dispatch tasks to the team and follow their progress

2013 – 2016

### **Valve**

#### **Freelance model contributions on Team Fortress 2**

- Challenged to make something that stands out
- Working with concept artists

2015 – 2016

### **Université du Québec à Chicoutimi**

#### **NAD Ambassador**

- Visiting various high schools and Cégeps to promote NAD
- Speaking clearly to small crowds
- Adapting my speech depending on who I'm talking to

Summers of 2012 & 2013

### **CLD de Marguerite-D'Youville**

#### **Community Agent**

- Compiling data and updating CLD's business repertory
- Contacting businesses by phone and email

2011 – 2012

### **Cache-à-l'eau (Amusement center)**

#### **Recreation Instructor**

- Entertaining kids during birthdays
- Explaining the rules to kids and assuring their safety during Bumper Cars and LazerTag games

## Participations & Contests

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**Montreal Global Game Jam (2017)**

**Montreal Global Game Jam (2015)**

**Creative Jam (2015)**

- Special mention for originality

**Concours Québécois en Entrepreneuriat (2010)**

- Regional Prize

## Education

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2013 – 2016

**Université du Québec à Chicoutimi, département École nationale des arts numériques, de l'animation et du design (NAD / UQAC)**

- Bachelor's degree in 3D animation and digital design (BACC)

2010 – 2013

**Cégep Édouard-Montpetit**

- College diploma in Multimedia Integration Techniques (DEC)

2005 – 2010

**École d'Éducation Internationale de McMasterville**

- High school diploma
- IB program diploma

## Complimentary Knowledge & Interests

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- Strong written and spoken French & English
- In depth knowledge of Unreal 4 Blueprint
- Adobe Flash and ActionScript3
- Video editing / Motion design
- HTML / CSS3

