GABRIEL FLEURY
GAME DESIGN

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gabfleury.com

Core Competencies

- Good communicator
- Agile method
- Can work under pressure
- Fast learner

- Very open to criticism
- Love working in small teams
- Strong technical skills in related fields
- General knowledge of concepts of programming

Software frequently used

- Unreal Engine 4
- Source Engine
- Unity
- Perforce & Turtoise SVN
- JIRA

- Microsoft Office
- Photoshop
- 3ds Max
- Illustrator

Work Experience

June 2016 – Current
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

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

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

- Strong written and spoken French & English

- Deep knowledge of Unreal 4 Blueprint

- Adobe Flash and ActionScript

- Video editing / Motion design

- Appreciation of cartoons, electronic music, sound design