

## Core Competencies

---

- Good communicator
- Experience with narrative design
- Can work under pressure
- Fast learner
- Strong technical skills in related fields
- Experience in multiple game engines
- Intermediate scripting knowledge
- Very open to criticism

## Software frequently used

---

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

## Work Experience

---

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 using Unreal Blueprint (visual scripting)
- Design interactivity features using networking/LAN functionalities
- Share problems and solutions with engine programmers, architects and artists
- Dispatch tasks to the team and follow their progress
- Profiling, validating meshes, optimization, debugging in Unreal

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

## Participations & Contests

---

### Ubisoft Game Lab Contest (2019)

- Best Technical Challenge and Innovation
- [Nomination] Best Prototype
- [Nomination] Best User Experience
- [Nomination] Best Art Direction and Production

### Montreal Global Game Jam (2019)

- Special mention for integration of the theme

### Creative Jam #13 (2019)

### TF2Maps.net Major Contest #14 (2018)

### Ubisoft Creative Jam (2018)

### Montreal Global Game Jam (2017)

### Montreal Global Game Jam (2015)

### Ubisoft Creative Jam (2015)

- Special mention for originality

### Concours Québécois en Entrepreneuriat (2010)

- Regional Prize

## Education

---

2018 – 2019 (in progress)

### NAD / UQAC

- Specialized Graduate Diploma in Narrative game design (DESS)

2013 – 2016

### 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
- In depth knowledge of Unreal 4 Blueprint
- Video editing / Motion design
- Appreciation of architecture, 2D animation, sound design