



## Core Competencies

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- Good communicator
- Experience with Blueprints prototypes
- Can work under pressure
- Fast learner
- Agile method
- Very open to criticism
- Experience in multiple game engines
- Love working in small teams
- Strong technical skills in related fields
- Intermediate scripting knowledge

## Software frequently used

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

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**TF2Maps.net Major Contest #14 (2018)** [in progress]

**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

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2013 – 2016

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

- 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
- Appreciation of architecture, 2D animation (cartoon and anime), sound design

