

## Core Competencies

- Able to follow an art style
- Strong technical skills
- Optimization and LODs
- General knowledge of the pipeline
- Good communicator
- Work in teams
- Agile method
- Can work under pressure
- Fast learner
- Very open to criticism

## Complimentary Knowledge

- Strong written and spoken French & English
- Skinning
- Maxscript
- Unreal 4 Blueprint
- Game design

## Work Experience

Jul 2013 - Current

### **Freelance work on Team Fortress 2**

- Challenged to make something that stands out
- Worked with strict triangle limits and texture sizes
- Followed an existing art style

Feb 2015 - Feb 2016

### **NAD Ambassador**

- Visiting various high schools and Cégeps to promote NAD
- Speaking clearly to small crowds

Summer 2012, Summer 2013

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

- Compiling data and updating CLD's business repertory
- Contacting businesses by phone and email
- Following a schedule and meeting deadlines

## Participations & Contests

### **Montreal Global Game Jam (2015)**

#### **Creative Jam (2015)**

- Received a special mention for originality

### **Concours Québécois en Entrepreneuriat (2010)**

- Regional prize

## Education

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2013 - 2016

**NAD / UQAC (École nationale des arts numériques, de l'animation et du design)**

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

2010 - 2013

**Cégep Édouard-Montpetit**

- College diploma in Multimedia Integration Techniques

2005 - 2010

**École d'Éducation Internationale**

- High school diploma
- IB program diploma

## Software Used

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|---------------------|--------------------|
| • 3ds Max           | • Unreal Engine 4  |
| • Zbrush 4R7        | • Source Engine    |
| • Photoshop         | • Unity            |
| • Substance Painter | • Perforce         |
| • xNormal           | • Marmoset toolbag |
| • crazybump         |                    |