

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

Software Used

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

Work Experience

2013 - Current

Valve

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

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

2012 - 2013

CLD de Marguerite-D'Youville

Community Agent

- 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): The Floor Is Lava

- Received a 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

- High school diploma
- IB program diploma

Complimentary Knowledge

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