

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

2013 - 2016

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

- Bachelor's degree in 3D animation and et 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

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