

# Gregory Desrosiers

Software Engineering 2019, Junior Game Developer  
University of Waterloo



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## TECHNOLOGIES

### Experienced in:

- Java
- HTML
- CSS

### Comfortable with:

- C#
- C++
- jQuery

### Tools:

Unity 5, Visual Studio Express 2015, Blender, Adobe Brackets, Eclipse, NetBeans, Git Shell, JetBrains PyCharm, Selenium WebDriver, Windows, Atlassian JIRA

Other Programming Languages and Frameworks: Python, C, Git, SVN, LaTeX

## GAME PORTFOLIO

### GPB Baddle, Toronto, Ontario

October 2016 - Present

- Building my own version of Taito's *Arkanoid* using **Unity 5**, **Blender** and **Inkscape**
- Learning texture mapping, 3D animation and modelling, particle systems, and UI design
- To be built for WebGL and to be submitted and published on Newgrounds

### GPB Sliding Cannon (Hack the North), Waterloo, Ontario

September 2016

- Created and built a one-level fixed shooting game for the Android using **Unity 5** and **C#**
- Utilized the gyroscope and touch screen as player input
- Designed the game as a pilot project for a full-scale game to be built for the Nintendo Wii U

### GPB Pong

July 2016 - September 2016

- Built a two-player Pong clone as an update to GI Jam 2015 Pong, using **Unity 5** and **C#**, on the WebGL and PC platforms
- Programmed three opponent difficulty settings, a game controller, one and two player modes, and UI with primitive elements
- Self-taught game development basics with Unity Tutorials, Unity Answers, and Unity Forums
- Uploaded it to Newgrounds, Kongregate, GameJolt, and Google Play

## TECHNICAL EXPERIENCE

### Public Works and Government Services Canada, Web Developer, North York, Ontario

September - December 2016

- More details on this position will come later as the term progresses

### Pelmorex Media, Inc. (The Weather Network), QA Developer, Oakville, Ontario

January - April 2016

- Conducted market-based regression testing on both desktop and responsive sites using **iOS** and **Android** devices
- Completed two full-scale regression testing projects for website backend upgrades
- Performed functional testing on code updates and resolved defects
- Streamlined the scrum testing cycle by:
  - creating regression test checklists
  - coordinating the testing of said checklists with a team of four testers
  - optimizing checklists with feedback from the team
- Reviewed and simplified the SKID Environment data generator using **Visual Studio Express 2015** and **C#**

### UWaterloo Conrad Centre, Research Assistant Developer, Waterloo, Ontario

May - September 2015

- Self-taught **Django**, **Backbone.js**, **Git**, and **Selenium WebDriver**
- Enhanced the Roboworx online application for UWaterloo's BET 607 course
- Designed flowcharts to improve login process of the Jamii student networking platform
- Programmed Jamii platform test scripts using **Selenium WebDriver**, **Java**, and **Eclipse**

### Ark Paradigm, Web Developer, Kitchener, ON

May - August 2015

- Implemented initial website code using **HTML**, **CSS**, and **jQuery**, following design drawings and layouts from CEO
- Designed a database structure using **MySQL** for startup applications

## SKILLS AND QUALIFICATIONS

- Eager to learn video game and web development through technical experience and side projects, including the Unity 5 Game Engine
- Efficient teamwork and leadership through employment and volunteering experience with the University of Waterloo
- Demonstrated knowledge of regression and functional testing practiced in Pelmorex co-op

## OTHER SIDE PROJECTS

### Personal Website

February 2015 - Present

- Developed the website using **HTML 5**, **CSS 3**, **jQuery** and **AngularJS**
- Sketched out layout and UX design on paper, tailoring to three systems: desktop, phones and tablets, and Nintendo Wii U
- Utilizing **Adobe Brackets** and its Live Preview feature for coding and visual inspection
- Designed the website with inspiration from personal websites of classmates and Nintendo's *Splatoon* for both professional and entertainment purposes

### GI Jam 2015 Pong, University of Waterloo

October 2015

- Solely programmed a Pong clone using **C#** and **Unity 5** game engine
- Integrated an initial collisions system for the game and AI for the second player
- Built it to the PC with prior functional testing

### The Desrosiers Mechanics Teaching Tool, Champlain College Saint-Lambert

January - April 2014

- Implemented a **Java** application to demonstrate vectors and kinematics
- Utilized **Eclipse** for coding and **NetBeans** for GUI design
- Documented project initiative, design, and development results

## VOLUNTEERING EXPERIENCE

### Games Representative, University of Waterloo, Waterloo, ON

September 2015 - July 2016

- Organized and hosted a social gathering at the Grand River Rocks in Kitchener, ON, with other SE 2019 students
- Coordinated with other SE Game Reps on organizing a class competition event

### Software Engineering Ambassador, Ontario Universities Fair, Toronto, ON

September 2015

- Answered questions from prospective high school students regarding Software Engineering and personal experiences
- Shared discussion efforts with different ambassadors and faculty members

### Logistics and Security Volunteer, Tech Retreat 2015, Waterloo, ON

August 2015

- Provided security across the facility where the hackathon took place
- Collected garbage and managed food distribution at lunch and supper time

### Volunteer, Canada Day Celebrations, University of Waterloo

July 2015

- Entertained children and families with some trivia on Canada
- Distributed paper passports and Mr Freeze ice pops as reward

### Volunteer, EngSoc Goes to THEMUSEUM (UWaterloo), Kitchener, ON

July 2015

- Collaborated with children in two out of three science activities
- Ensured the safety of the visitors by clearing the area where an egg contraption would fall

## ACTIVITIES & INTERESTS



Video game player, own several games from Steam and GOG.com and some consoles including the Wii U



YouTube enthusiast for nine years