

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:

Microsoft Windows, Unity 5, Visual Studio Express 2015, Adobe Brackets, Eclipse, Bash, JetBrains PyCharm, Selenium WebDriver, Atlassian JIRA, Blender

Other Programming Languages and Frameworks: Unity API, Python, C, LaTeX

GAME PORTFOLIO (Demo Reel: <https://www.youtube.com/watch?v=qSpifCIW5T8>)

GPB Baddle, Toronto, Ontario

October 2016 - Present

- Built 36 levels of my own for a clone of Taito's *Arkanoid* using **Unity 5**
- Modelled powerup tokens in **Blender** with texture maps edited using **Inkscape**
- Planning to program powerups, build models for player and enemies, and add animation and particle systems

MLH Tic-Hac-Noe (MLH Local Hack Day [Hack Lassonde]), York University, Toronto, Ontario

December 2016

- Built a spin-off of tic-tac-toe, using **Unity 5**, in 3D perspective with primitive shapes and models
- Coded game logic, shape rotation, and UI in **C#** with the **Unity API**
- Experimented two particle systems for the tokens upon a player winning a match

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 originally 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 object, and one and two player modes
- Self-taught game development basics with Unity Tutorials, Unity Answers, and Unity Forums

TECHNICAL EXPERIENCE

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

September - December 2016

- Executed different tools and analyses to produce the *Public Accounts of Canada* website following government standards including W3C accessibility, bilingualism, and mobile-friendliness
- Contributed to 3 sub-projects as part of the Government of Canada's Web Renewal Project valued in the media at approx. \$1 billion
- Programmed an Instagram widget with Adobe ColdFusion and JavaScript for an internal web portal

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
- Streamlined the scrum testing cycle with checklists and team-building communication with four other testers
- Performed functional testing on code updates and resolved defects
- 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
- 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 Unity 5
- Self-taught Unity 5 through official tutorial videos and projects
- Demonstrated analytical and research skills in past co-ops and side projects
- Efficient teamwork through employment and volunteering experience with the University of Waterloo

OTHER SIDE PROJECTS

Personal Website

February 2015 - Present

- Developed the update 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
- 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

- Created 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

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 ten years