

# CLÉMENT HENNEBELLE

✉ CLEMENT.HENNEBELLE@HOTMAIL.FR ☎ +1 514-583-2767 📍 MONTRÉAL, QC

## SUMMARY

After an initial career in the digital field, I chose to shift my focus by pursuing musical training, which allowed me to develop creative and technical skills. Today, I aim to restart my career in video game development by deepening my technical knowledge. With several years of experience working in digital and video game projects, I have gained solid expertise in engines such as Unity and Unreal Engine. Currently training in GLSL via Touch Designer, I am also developing skills in graphic programming. My various experiences, both in the digital field and other sectors, have allowed me to adapt to diverse environments and teams. I prioritize cohesion in group projects and place great deal of importance on the quality of the delivered work.

## EDUCATION

### UNIVERSITÉ DE MONTRÉAL

Majeure Musiques numériques 2024

### CONCORDIA UNIVERSITY

Bachelor's Computer Science 2019

Video games option

## EMPLOYMENT

### YISST PUB PETITE PATRIE | LEMOLIÈRE | PAMIKA THAI

BARMAN | SERVER

MONTRÉAL, QC  
DÉC. 2022 À EN COURS

- Jobs in service alongside my music studies
- Customer service, listening and responding to the immediate needs of clients
- Prioritization management in a fast-paced environment, prompt and efficient work

### BEHAVIOUR INTERACTIVE

GAMEPLAY PROGRAMMER

MONTRÉAL, QC  
JUIL. 2019 À JANV. 2020

- Experience with Unreal Engine 5 in C++
- Gameplay and AI programming for a networked game (handling online replication)
- Responsible for creating code modules that comply with the project's architecture, using UML, peer code review

### PLAYMIND

GAMEPLAY AND TECHNOLOGIES PROGRAMMER

MONTRÉAL, QC  
AVR. 2018 À AOÛT 2021

- Experience with Unity 3D in C#
- Programming and handling of "real" games, with physical components that communicate with Unity
- Project management on a small programming team, and discussion with clients around the functionalities

## PROJECTS

### PORTFOLIO WEBSITE

Portfolio website gathering projects in my different areas of work. Programmed in Typescript using the React framework.

[www.clementhennebelle.com](http://www.clementhennebelle.com)

## SKILLS

**PROGRAMMING LANGUAGES:** C++, C#, GLSL, HTML / CSS, TypeScript

**LANGUAGES:** Français, English

**SOFTWARES:** Unreal Engine 5, Unity, Touch Designer, Perforce, Git

## VOLUNTEERING

### GANG DE DEVS (GROUPE ASSOCIATIF POUR LA NOUVELLE GÉNÉRATION DE DÉVELOPPEURS) ·

ADMINISTRATOR

MONTRÉAL, QC

Organized and led monthly events with students and young professionals. Those events gave the opportunity to industry newcomers to meet veterans, and to get a better feel of life within the video game world.