



Olivier Grenier

Game Development Student

I'm a 24 year old soon to be game developer with a background in web development. I offer reliability, loyalty, and a passion for my work. I'm a quick learner and I'm always looking to improve my skills. I'm also a team player and I'm always willing to help my coworkers. View my portfolio here: Ironoli259.github.io

✉ olivier.grenier5@gmail.com

📍 Magog, Canada

🌐 linkedin.com/in/olivier-grenier-151b9315a

📞 8196403466

📄 Ironoli259.github.io

🐙 github.com/Ironoli259

EDUCATION

Computer Science Technology LaSalle College

09/2021 - Present

Montreal, Qc, Canada R Score: 29

Courses

- Object Oriented Programming 1 & 2
- Database Development
- Game Engine 1 & 2
- Advanced Data Structures

WORK EXPERIENCE

Senior Technical Support Specialist Wolters Kluwer Tax & Accounting

06/2019 - Present

Sherbrooke, Qc, Canada

Achievements/Tasks

- Problem solving customers' issues
- Finding workarounds for software issues
- Creating internal documentation
- Learned how to create/manage tickets with Jira

Contact : Nicolas Bergeron - Nicolas.Bergeron@wolterskluwer.com

Technology Sales Representative Bureau en Gros

11/2017 - 01/2022

Magog, Qc, Canada

Achievements/Tasks

- Learned how to work in a team
- Learned how to fix certain computer issues
- Meeting customer needs

Contact : Julien Forget - 8198684467

SKILLS

C++

C#

Unreal Engine 5

Unity

Godot

Java

Unreal Engine 4

Web Development

Algorithms & Data Structures

Jira

Git

PERSONAL PROJECTS

Remember Something (02/2023 - 04/2023)

- Built a 3D game in Unity.
- Level Design (Created every level).
- Working as a team.
- Project Management.

Entity's End (11/2023 - 12/2023)

- 3D game in Unreal Engine 5
- Level Design
- Working as a team
- Git and Github

CERTIFICATES

Foundations of Project Management (04/2022 - 06/2022)

Coursera Certificate - Google Course

LANGUAGES

English

Full Professional Proficiency

French

Full Professional Proficiency

INTERESTS

Badminton

Golf

Gaming

D&D

Documentaries

Fantasy books

Soundtracks