**Justin Bernard**

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**Objective:**

To secure a challenging Assistant Game Developer or Mobile/Web Application Development/Design position in the city of Ottawa.

**Summary:**

Highly skilled and motivated individual with advanced programming abilities in C++/C# and experience with game engines like Unity and Unreal Engine. Professional knowledge of Web Development Front-End languages/tools like JavaScript, HTML, CSS, React, React Native, Next.js, Node.js, Flutter, Swift, PHP, Tailwind CSS, with a strong understanding of database applications such as PostgreSQL, MongoDB, Firebase and AWS tools, and creating APIs using Node.js/Express, and AWS AppSync. I am experienced in both iOS and Android development environments. Expertise in 3D modeling, rigging, and animation using 3DS Max, Maya, and ZBrush, with experience in interactive media tools like Photoshop, Premiere, After Effects, and Illustrator. Excellent problem-solving skills, able to identify problems and propose solutions. Strong team player and effective communicator with the ability to work both independently and collaboratively.

**Accomplishments:**

* Created an outstanding portfolio website that includes everything I know.
  + [justin-bernard.com](http://justin-bernard.com)
* Developed countless game projects, and founded the dummy game company PokiTheDog.
  + [www.pokithedog.com](http://www.pokithedog.com/)
* Came 3rd place at the Algonquin RE/ACTION showcase for my team’s school client application Ottawa Rec Sports
  + <https://snazzy-sunburst-e79220.netlify.app/> (My personal deployment of the Ottawa Rec Sports app)
* Created VR prototype of St.Joseph High School.
  + <https://www.youtube.com/watch?v=oxkM8PeOlXI&ab_channel=JustinBernard>
* Experienced in film development and VFX.
  + <https://www.youtube.com/watch?v=ENxWg1qxo2M&t=145s&ab_channel=JustinBernard>
* I’ve built numerous apps/games and deployed them to both the Apple App Store and Google Play Store
  + <https://play.google.com/store/apps/dev?id=9174961121809431721>
  + <https://apps.apple.com/ca/developer/justin-bernard/id1597686382>
* Consistently achieved Dean's List status for 5 years at Algonquin College for both Game Development and Mobile Application Design and Development.

**Relevant Education:**

* Game Development Diploma, Algonquin College, Ottawa, Ontario (2018-2021)
* Mobile Application Design and Development Diploma, Algonquin College, Ottawa, Ontario (2021-2023)

**Skills:**

* Programming Languages: C++, C#, JavaScript, HTML, CSS, Dart, Java, Python, Swift, PHP
* Game Development: Unity, Unreal Engine, AI Behavior Tree programming, Photon PUN2, Photon Fusion, Mirror (Unity networking).
* Front-End Development: React, React Native, Next.js, Flutter, Node.js, Tailwind CSS
* Databases: (Relation and non-relational) PostgreSQL, MongoDB, Firebase, AWS Amplify tools
* APIs: (RESTful and GraphQL) Node.js and Express, AWS AppSync
* Deploying Apps: Netlify, Heorku, Vercel, Hostinger, Bluehost, Firebase, etc.
* Proficiency: Windows, Mac, iOS, Android
* Design: Photoshop, Premiere, After Effects, Illustrator, 3DS Max, Maya, ZBrush.
* Experienced in GitHub and monday.com for collecting/documentation, logging bugs, and regression testing.
* Demonstrated strong skills in detecting, locating and avoiding errors in code.

**Employment History:**

* Centurion Center, Tomlinson, Ottawa, Ontario (2012-2015)
* Madawaska Entertainment Center, Edmunston, New Brunswick (2016)

**Additional Information:**

* Proficient in music, playing multiple instruments like guitar, drums, and bass.
* Played at Bluesfest Ottawa for five consecutive years.

References available upon request.