Marc-Antoine Renaud

Native English and French speaker, Developer, Tokyo.



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080-3129-2083



Adachi-ku, Tokyo, Japan

EDUCATION

Japanese

Akamonkai Japanese Language School

04/2020 - 12/2021

Tokyo, Japan

Minor in Video Games Studies

University of Montreal

06/2018 - 12/2019

Montreal, Canada

Major in Japanese Studies

University of Montreal

09/2018 - 05/2019

Montreal, Canada

Technical Degree in Computer Science

Cégep of Drummondville

09/2013 - 06/2016

Drummondville, Canada

WORK EXPERIENCE

Cashier

Big A

10/2020 - Present

Adachi-ku, Japan

Team Leader Dollarama

06/2011 - 02/2020

Montreal, Canada

Inventory stock, shelving, serving customers, coordinating a team.

Project Coordinator

Youth Fusion

10/2018 - 06/2019 Achievements/Tasks

Montreal, Canada

- Teaching teenagers how to make games, from concept to final release.
- Develop multiple games with small teams of 2 to 5 students with learning difficulties.
- Prepare material and classroom for class activities.

Programmer-Analyst

NMédia Solutions

Drummondville, Canada

04/2017 - 07/2017 Achievements/Tasks

- Develop accounting and administration services as web applications.
- Revise, repair and expand existing programs, both internal and from clients.

SKILLS

Microsoft Office

PERSONAL PROJECTS

Doorstop (Godot) (2020 - Present)

Mobile gesture-based minigame collection

TODISOIAVM (Godot) (2020 - Present)

A Tiny Step For Mankind (Unity) (01/2020)

Multiplayer minigame collection

Ugetsu Monogatari (UE4) (2017)

First person adaptation of a traditional Japanese Tale

Misc Games for the PICO8 virtual console

- Walking Simulator (Endless Train)
- Top-down RPG (Exatopia Adventures)
- Super Combo Lover (Game jam entry)

ORGANIZATIONS

Kitai Web (2017 - 2018)

Owner, Developer, Web Engineer/Designer

CERTIFICATES

JLPT N2 (2021)

LANGUAGES

English

French

Native or Bilingual Proficiency

Native or Bilingual Proficiency

Japanese

Professional Working Proficiency

INTERESTS

Game Dev

Japanese Culture

Piano

Golf