Portfolio

Nick LeBlanc

November 2023

CAREER GOALS, VALUESAND PRIORITIES

- **To further develop the skills I require to program and design video games professionally**
- **To have a good relationship with all my teammates**
- **To start learning outside of my comfort zone**

WORK PHILOSOPHY

- **Put in your best work and if you are struggling to do anything big then at least get something done and touch up on it later.**
- **Stay focused, and if something is wrong then ask for help immediately and don't let it build up**
- **Nothing ventured nothing gained, everything is a learning opportunity**

IDEAL WORK ENVIRONMENT

- **Physical Environment:** active environment, informal or casual, not chaos but also not dead silent
- **Organizational Context:** allows working from home as well as working in the office
- **Management Style:** gives constructive criticism up front and are completely transparent, gives you a direct objective with no creative restraints on new ideas, has time for fun
- **Co-Worker Relations:** Everybody being supportive of one another and working together as a team as well as individually, people challenging one another, respective to each others space
- **Employment Conditions:** Work all year-round, chance to advance in the career to meet new standards
- **Work-Task Orientation:** Getting challenged from day to day, learning skills through trial and error

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Nicholas LeBlanc

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Objective

Graduated from Eastern College's "Video Game Development and Design" course in May of 2022 where I then got picked up for contract work with Spandrel Interactive that I've been working on Unity and Piskel to help with coding new mechanics, optimisation and bug fixes on a game titled "Noxia Somnia".

Qualifications

- **Can code using the programing languages "Java, C#, C++, Lua, Swift and SDL2"**
- **Has over a year's worth of experience using the Unity Game Engine**
- **Also has some experience in Unreal Engine 4, Unreal Engine 5**
- **A basic understanding on the 3D modeling software's "Blender" & "Maya"**
- **Can comfortably use programs such as "Photoshop, Illustrator, Premiere Pro and Piskel"**

Education

Video Game Development   Eastern College   2020-2022

Courses completed:

• **Intro to Programming**	• **Prototyping Video Games**
• **Video Game Design**	• **Math & Physics Fundamentals**
• **Graphics Programming**	• **Ai & Data Structures**
• **Mobile Video Games 1 & 2**	• **Asset Creation**
• **Game Engines 1 (Unity)**	• **Game Engines 2 (UE4)**

High School Diploma   Moncton High School   2015-2019

Employment History

Intern Game Dev   Spandrel Interactive   January 2022 to August 2022

Video Game Developer   Spandrel Interactive   November 2022 to November 2023

Skill Sets

Functional

- **Mathematics**
- **English**
- **Computer/Tech skills (Windows, MacOS)**

Technical

- **Java, C#, C++, Swift, Lua, SDL2**
- **Unreal Engine 4 and 5, Unity**
- **Piskel (2D asset creation)**
- **Blender and Maya (3D modeling)**
- **Microsoft Office (Word, PowerPoint, Excel)**
- **Adobe (Photoshop, Illustrator, Premiere Pro)**

Transferable

- **Customer Service**
- **Working with others**
- **Working with numbers**

Personal

- **Problem-Solving**
- **Quick learner**
- **Organized**
- **Observational**
- **Independent**
- **Teamworking**

Projects

Porting Centipede from Atari 2600 to SDL2

- **Coded in C++.**
- **Uses SDL2 for visuals and sound effects.**
- **Basically, its own custom engine just for Centipede.**
- **Each enemy type uses its own custom AI as they all act so differently from one another.**
  - o **The Centipede will scroll left or right on the screen until it collides with a mushroom where it will move down by 1 space and switch directions.**
  - o **A Spider will appear on one of the sides of the screen moving towards the other and will move either up or down and will destroy any mushrooms it encounters as well as killing the player if they should meet.**
  - o **A Flea will fall from the top to the bottom of the screen leaving mushrooms in its wake for the Centipede to hit.**
  - o **A Scorpion will appear on one of the sides of the screen and will move along to the other side poisoning any mushrooms it meets which will cause the Centipede to fall straight down to the bottom of the screen.**
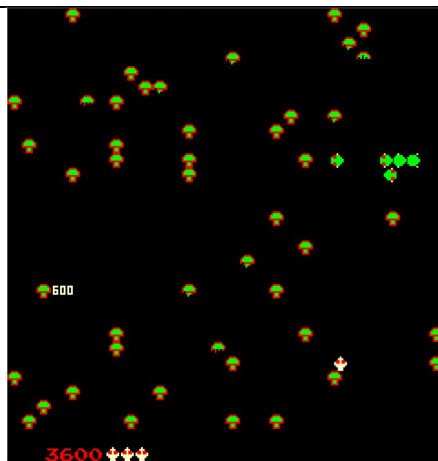
Level 1 – you can see that there's a Centipede which will move across and down the screen when it encounters a mushroom, there will also be a spider trying to kill the player.
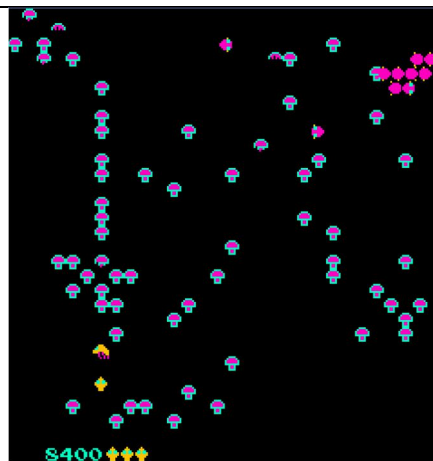
Level 2 – you can see that the color palette changes between levels and begins to introduce new enemy types, here you can see the flea falling down the screen.

Level 3 – In this level you get introduced to another new enemy type, the scorpion, and with each level the centipede increases in size.

First Person Puzzle Platformer

- Uses Unreal Engine 4 as the engine.
- Based on the Portal series of games by Valve, it's a game where you have a gun that can shoot 3 different projectiles which will either grow, shrink, or collide with objects.
- Various obstacles/mechanics for the player to utilize for solving puzzles such as force fields, death water, jump pads, ice projectile shooters (create platforms for the player to walk on when they come in contact to water), moving platforms, launches when the player grows an object they are standing on.

Stargame

- 2D RPG based on Undertale.
- Using Unity 2021.3.1f1 as the Game Engine.
- Using Piskel to create sprites for the game.
- Takes place in a world between life and death, where the souls of the dead who still have unfinished business on Earth.
- Bullet Hell styled combat system.

Horror Blueprint

- Using Unreal Engine 5 and recreated in 4.27 to create a sort of blueprint for future project ideas I have for Horror Games.
  - One game is a PT and Layers of Fear inspired walk around loop/psychological horror game.
  - One game is a mixture of SCP and Outlast where the player finds themselves in the underground compound where various horror creatures are kept for scientific research. Character will have to avoid all 3 monsters in order to open a way out for themselves.
    - The Wraith is an invisible monster whose area has a thin layer of water on the ground for monitoring where its at, it is extremely fast however in Night Vision it does not move as it is fully visible, it enjoys stalking and playing with their prey until the prey walks into it.
    - The Tank is a creature whose appearance is that of a massive human being with robotic limbs and glowing red eyes, it was a human being who was testing prosthetics intended to grant people who lost their senses. The Tank's is a that's sort of a maze since it gets faster the longer it runs in a straight line, however if it is aggravated it is not afraid to run straight through a wall.
    - The Spider which would be a mass of human body parts from a failed experiment, it would be attracted to movement and thus its area would have walls made from glass to make it harder for it to climb with the floor and ceiling being made from rubber to lower vibrations.

Section 4

References

References available on request