

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 comfortably using the programming languages "Java, C#, C++, Swift and SDL2"
 - Has over 2 years worth of experience using Unity and C#
 - Also has some experience in Unreal Engine 4 and Unreal Engine 5
 - A basic understanding on the 3D modeling software's "Blender" & "Maya"
 - Can comfortably use programs like "Photoshop, Illustrator, Premiere Pro and Piskel"
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Education

Video Game Development	Eastern College	2020-2022
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Courses completed:

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| <ul style="list-style-type: none">• Intro to Programming• Video Game Design• Graphics Programming• Mobile Video Games 1 & 2• Game Engines 1 (Unity) | <ul style="list-style-type: none">• Prototyping Video Games• Math & Physics Fundamentals• Ai & Data Structures• Asset Creation• Game Engines 2 (UE4) |
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High School Diploma	Moncton High School	2015-2019
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Employment History

Intern Game Dev/Sprite Artist for Noxia Somnia	Spandrel Interactive	January 2022 to August 2022
Developer on Noxia Somnia	Spandrel Interactive	November 2022 to November 2023
