



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

# NICHOLAS C. LEBLANC

## Phone:

+1 (506) 380-2241

## E-Mail:

nicholas\_leblanc@outlook.com

## Website:

<http://easterndevelopers.ca/~N.Leblanc>

## LinkedIn:

<https://www.linkedin.com/in/nicholas-leblanc-846a041b0/>

## GitHub:

<https://github.com/NicholasChristiaanLeBlanc?tab=repositories>

## Skill Highlights

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

## Experience

01/2022 – 11/2023

### Video Game Developer - Spandrel Interactive, Fredericton NB

- Broke down project goals into various tasks which would then be given a time estimate and priority based on the state of the game.
- Created over 300 sprites in Piskel which were later used in the upcoming game "Noxia Somnia" in just a little less than 3 months.
- Worked on brainstorming and implementing new move sets for each of the bosses found in "Noxia Somnia".
- Helped with getting various menus in the game into a polished state, ready for launch.
- Helped interns with various problems in a separate game project to help further their learning of Unity and C#.
- Looked into various ways to fix bugs as well as to optimize "Noxia Somnia"

## Education

2015-2019

### High School Diploma: Moncton High School, Moncton NB

2020-2022

### College Diploma: Video Game Design & Development - Eastern College, Moncton NB

- |                            |                               |
|----------------------------|-------------------------------|
| • 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)        |

## References

References available on request