Nicolas Boyer

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EDUCATION

Concordia University   Montreal, QC
Bachelor of Computer Science, Obtained   *Jan. 2023 – Dec. 2025*

Champlain College Saint-Lambert   Saint-Lambert, QC
DEC in Social Sciences Commerce Option, Obtained   *Sept. 2020 – Dec. 2022*

WORK EXPERIENCE

Unity C# Developer | *Unity, Git, C#*   Sept. 2025 – Dec. 2025
University Of Montreal | Internship, Part-Time   *Montreal, QC*
- Contributed to the development of educational games in the laboratory of Dr. Neerusha Grokol
- Programmed and Implemented UI elements, settings, gameplay elements, and localization using C# and Unity to ensure the game was accessible and enjoyable to play for all players

Event Coordinator and Treasurer | *Organization and Community Involvement*   Jan. 2023 – Oct. 2024
Concordia Game Development | Part-Time   *Montreal, QC*
- Kept Concordia's University's game development organization's plans realistic and organized by making financial plans and budget proposals
- Aided the game development community by acting as a mentor and supervisor during events

PROJECTS

RPG Game | *Unity, Git, C#*   May 2025 - June 2025
- Created a single player experience similar to Diablo with weapons, combat, levelling up and equipment.
- Implemented all of the game's features as a one person team.
- Utilized Scriptable Objects and Interfaces to keep the codebase organized.

A.I. Fake News Detector | *Python, NumPy, Scikit-learn, Google Colab*   Feburary 2025 - April 2025
- Developed a machine learning model using Google's BERT to make predictions on statements from political figures, news and social media.

Rain Scene | *C++, OpenGL, Docker*   Jan 2024 – April 2024
- Developed a program that simulates a scene in which rain falls upon a street containing a tree and a park bench.
- Utilized different types of lighting and textures to achieve and certain relaxing look and feel.

AWARDS

- 1st place in the EduQlasse Game Jam organized by University of Montreal in 2025.
- 1st place at Concordia's 48 hour Global Game Jam site in 2025.
- 3rd place at Concordia's 48 hour Global Game Jam site in 2023.

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++/C#, JavaScript, HTML/CSS, GML

Spoken Languages: English (Native), French (Fluent)
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ IDEA, Eclipse, Unity, GameMaker
Libraries: NumPy, Matplotlib, scikit-learn

CERTIFICATIONS

RPG Core Combat Creator Unity C# - GameDev.TV, Ben Tristem, Rick Davidson & Udemy, Issued July 15, 2025
Rational Game Design - Ubisoft, Issued October 7, 2024
Complete C# Unity Developer 2D - GameDev.TV, Ben Tristem, Rick Davidson & Udemy, Issued September 12, 2019