53 Matagami Blainville, J7B 1T6
438-345-3508
Link to portfolio
noahgendron1@gmail.com
Languages spoken and written : French and English

NOAH GENDRON

OBJECTIVE	Acquire experience in the games industry.

FORMATION

GAME CRÉATION BACHELOR'S (DESIGN CONCENTRATION), UNIVERSITÉ DU QUÉBEC EN ABITIBI-TÉMISCAMINGUE (AUGUST 2024 TO APRIL 2027)

COMPUTER SCIENCE DEC, COLLÈGE LIONEL-GROULX (AUGUST 2021 TO JUNE 2024)

EXPERIENCE

PROGRAMMER AND DESIGNER OF AGE OF CONQUEST (AUGUST 2020 TO DECEMBER 2024)
- AI, Gameplay, combat, etc.
- Character Animations

UNITY PROGRAMMER FOR OUTLANDER, STUDENT PROJECT (AUTUMN 2023)
- Procedural generation of terrain
- AI, ameplay, combat, etc.
- SCRUM

ANIMATEUR INFORMATIQUE, LA ZONE, BLAIVILLE (AVRIL 2022 À SEPTEMBRE 2022)
- Use a 3D printer.
- Plan activities related to computer science

TECHNICAL SKILLS

C#, ASP.NET, Unity

SQL, Oracle, MariaDB

Java, Android Studio

PHP, JavaScript, Lua

HTML, CSS

React-Native, JSX

Word, Excel