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[Link to portfolio](#)

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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, gameplay, combat, etc.
- SCRUM

COMPUTER SCIENCE INSTRUCTOR, LA ZONE, BLAIVILLE (APRIL 2022 TO SEPTEMBER 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