

53 Matagami Blainville, J7B 1T6

438-345-3508

[Link to portfolio](#)

noahgendron1@gmail.com

Languages spoken and written : French and English

NOAH GENDRON

OBJECTIVE Video game design student with a strong background in programming, fluent in both English and French, and experienced with engines like Unity, as well as narrative, technical, and level design. Passionate, sociable, and persistent, I'm looking for an internship where I can apply and deepen my design skills through hands-on experience.

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#, Unity

Java, Android Studio

SQL, Oracle, MariaDB

PHP, JavaScript, Lua

HTML, CSS

React-Native, JSX

Word, Excel