

53 Matagami Street, Blainville, J7B 1T6

438-345-3508

[Portfolio Link](#)

noahgendron1@gmail.com

Spoken and written languages : French and English

NOAH GENDRON

OBJECTIVE I seek to find a job that allows me to work on a technical level as much as it lets me make use of my creativity.

FORMATION **TECHNIQUE DE L'INFORMATIQUE, LIONEL-GROULX COLLEGE (AUGUST 2021 TO JUNE 2024)**

HIGH SCHOOL DIPLOMA, POLYVALENTE SAINTE-THÉRÈSE (2016-2021)

EXPERIENCE **UNITY PROGRAMMER FOR SEMESTER PROJECT (FALL 2023)**

- Create a codebase and code multiple gameplay features and game content : enemy AI, player movement/abilities and combat.
- Code shader in HLSL.
- Create particle effects.

LUAU PROGRAMMER FOR SOLO CODER PROJECT (AUGUST 2020, ONGOING)

- Enemy and systems AI, combat, datastore, matchmaking, etc.
- Rigging enemies.
- Animating characters.

WEB PROGRAMMER FOR PROJECT COURSE (WINTER 2023)

- Manage server to client requests for a database in PHP.
- Conceptualize and implement a web interface's front-end with HTML, CSS and JavaScript.

COMPUTER SCIENCE COORDINATOR, LA ZONE, BLAINVILLE (APRIL 2022 TO SEPTEMBER 2022)

- Manage a 3D printer, vinyl cutter, etc.
 - Plan activities related to computer and computer science.
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SKILLS C#, ASP.NET, Unity
SQL, Oracle, MariaDB
Java, Android Studio
PHP, JavaScript, React-Native, JSX
HTML, CSS
Lua
Word, Excel
