

Noah Gendron

Game designer &
programmer

[LINK](#)
[TOPORTFOLIO](#)

CONTACT



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53 Matagami, Blainville

SOFT SKILLS

- Project management
- Critical thinking
- Creativity
- Story writing
- Video game and cinema knowledge

TECHNICAL SKILLS

- Unity, Unreal Engine 5
- C#, Java, JS, PHP
- Jira, Miro, Fibery
- SQL
- Github, Perforce
- Suite Microsoft
- HTML, CSS
- SCRUM

LANGUAGES

- French
- English

PROFILE

Game design student with a background in programming, through personal projects carried out in tandem with my studies, I have refined my skills in the design and implementation of game systems. I place great importance on the critical analysis of games and films in the hope of drawing important lessons for my own work. I am seeking to join a development team in order to contribute to the deepening of mechanics.

EXPERIENCE

Programmer and Designer — Age of Conquest (personal project)

August 2020 to December 2024

- Concepting, programming and implementing game systems (AI, combat, inventory, etc.)
- Character animations.

Skills acquired: critical thinking, self evaluation, perseverance

PHP Programming Internship | Mcb Informatique

Winter 2024

- Programming Backend et Frontend.
- Web page and interface implementation.

Skills acquired: Autonomy

C# Unity Programmer — Outlander (student project)

Fall 2023

- Procedural terrain generation.
- Programming & implementing game systems (AI, character controller, etc.)
- Shader programming in HLSL.

Skills acquired: Discipline, travail d'équipe

IT Animator, La Zone Blainville

Fall 2023

- Use a 3D printer.
- Plan activities related to computer science.

Skills acquired: Project management, creativity

EDUCATION

Game creation Bachelor's (design)

August 2024 – April 2027

Université du Québec en Abitibi-Témiscamingue (UQAT)

Computer Science DEC

August 2021 – June 2024

Collège Lionel-Groulx