

Rose Dufresne

Looking for Full-Time Employment

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Education

Concordia University, Montreal, QC (2016 – Dec. 2020)

Major in Computer Science, BCompS
Minor in Game Design

Champlain College, Saint-Lambert, QC (2014 – 2016)

DEC Pure and Applied Science

Skills

Programming languages:

C++, C#, C, Java, Python, MySQL

Game Design:

Unity, Unreal, OpenGL, Processing.js, Blender.

Tools:

Git, Bash, Powershell, Visual Studio, VS Code.

Languages:

English, French.

Employment

Software Engineering Internship

(Jan. to Apr. 2020)

Matrox, Video Department

Participated in the development and maintenance of Matrox's cross-platform video software components using **C++**.

- Gained experience working with video software for video streaming or broadcasting on multiple monitors.
- Added SDI, HD and UHD support to capture uncompressed video data for later conversion.
- Added a feature to the codec giving the ability to force IDR frames at any given moment.
- Wrote automation test scripts using **Powershell** to ensure good quality of their products.

Teaching Assistant

(Sept. to Dec. 2020)

Concordia University

In charge of teaching students elementary numerical methods (COMP 361).

- Prepared exercise material for students to apply numerical methods algorithms.
- Responsible for grading assignments and exams.

Projects

Super Shopper: Closing Time Rush

(Nov. 2019)

Single player, top view, 3D, maze-like arcade game where you run around a store buying items to complete a list.

- Programmed core gameplay attributes such as grabbing/dropping items, inventory, UI and more. Designed the levels and modeled the characters, some items and level aesthetics.
- Made on **Unity** with **C#** for the backend. Used **Blender** for the 3D models.

Hot Coco

(Sept. 2020)

Won First Place in the CoCo Jam with theme "No Pain, No Gain"

Single player 3D platform game where must launch a coconut using unconventional propulsion methods.

- Programmed ragdoll physics and core gameplay mechanics such as losing and regaining limbs.
- Helped with model creations such as the main character and level aesthetics.
- Made on **Unreal** with **blueprint**. Used **Blender** for the 3D models.

ConUHacks IV, Concordia University Hackathon

(Jan. 2019)

Won the TouchTunes API Challenge

- Created a website to analyse different trends of music choices from TouchTunes jukeboxes across the country. Focused on movie releases, deaths and anniversaries of singers and bands.
- Used **Python** to extract provided data from the company to convert into graphs for analysis.

Extracurricular Activities

Concordia Game Development (Undergraduate Club)

- Booked venues for events, such as monthly game jams where members were given a month to make a game.
- Animated events by doing presentations and providing workshops for our members.
- Hosted and organized two online game jams (Concordia Makes Games and CoCo Jam).
- Created club website and contributed in the making of our monthly online magazines.

Volunteered for Unity Conference on Developer Day

- In charge of main registration.