Rose Dufresne

Looking for Full-Time Employment

902 809 6788 | rose.dufresne@outlook.com | roseduf.github.io | RoseDuf | rose-dufresne

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, Blender.

- **Tools:**
  Git, Bash, Powershell, Visual Studio, VS Code, Jira, Perforce, LaTeX
- **Languages:**
  English, French.

Employment

Gameplay Developer   (Jan. 2021 to Present)
Ubisoft Halifax, Mobile Games

Main programmer for integrating highly requested gameplay features for the mobile game *Assassin's Creed Rebellion* and providing narrative tools for the design team in a new and upcoming project.

- Fixed reported bugs effectively, in a fast-paced environment, giving users a more polished product.
- Used many design patterns to maintain and improve the sustainability and readability of the code.
- Interacted with a dynamic team that all have different and important roles in the pipeline involved into making a game, using Agile development methodology and good communication skills.

Teaching Assistant   (Sept. to Dec. 2020)
Concordia University

Taught students elementary numerical methods (COMP 361).

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

Software Engineering Internship   (Jan. to Apr. 2020)
Matrox, Video Department

Developed and maintained Matrox's cross-platform video software components using C++.

- Worked with video softwares 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.

Projects

Video Game Projects (2019 to 2022)

See all 15 video games I've made over the years in my portfolio at: https://roseduf.itch.io/

8 of the 9 game jam games featured have stood out enough to win a prize.

LiveSigns (Oct. 2021)

MAIS Hacks 2021

Won the "Best Design" and "Best Hack for Social Good" rewards

LiveSigns uses Machine Learning algorithms to recognize ASL alphabet letters through a video camera and translates the text, in real-time, on a screen for others to see during meetings (using softwares like Zoom).

ConUHacks IV, Concordia University Hackothon (Jan. 2019)

Won the TouchTunes API Challenge

Created a website to analyze different trends of music choices from TouchTunes jukeboxes across the country. Focused on movie releases, deaths and anniversaries of singers and bands.

Extracurricular Activities

Organized the Atlantic Game Jam 2022 (Feb. 2022)

A Ubisoft Halifax and Shiftkey Labs partnership

- Hosted the event through Discord and was the main spokesperson for the event.
- Created all the artwork and marketing material to promote the event.
- Coordinated with employees from Ubisoft Halifax to host workshops, make a mentorship schedule and have judges to evaluate the game submissions.
- Established the prizes for the winners and distributed them.
- Volunteered as a judge and mentor.

Introduction To Unity Workshop for the Battle Royale 14 game jam (Mar. 2022)

Hosted by Algonquin College

- Presented a simple 2D platformer game for viewers to follow along in its making.

Attended as a speaker at the "We Talk Tech" event (Nov. 2021)

Hosted by WiTS, Dalhousie University

- Spoke about my experience as a woman in computer science to around 40 passionate female students that want to step into the field.

Concordia Game Development (Undergraduate Club) executive (2019 to 2021)

- 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 (Oct. 2019)

- In charge of main registration.