

# Rose Dufresne

## Looking for Full-Time Job

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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, Blender.

### Tools:

Git, Bash, Powershell, Visual Studio.

### Languages:

English, French.

## Employment

### Software Engineering Internship Matrox, Video Department

(January to April 2020)

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 their 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 Concordia University

(September to December 2020)

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

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

## Projects

### Super Shopper: Closing Time Rush

(November 2019)

download: <https://ctrl-alt-defeat.gitlab.io/supershopperctr/>

gitlab repository: <https://gitlab.com/ctrl-alt-defeat/supershopperctr/>

Single player, top view, 3D, wacky maze-like arcade action game that has the player running around a store buying items to complete a shopping list.

- Programmed core gameplay attributes such as grabbing/dropping items, inventory, UI and more. I 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

(September 2020)

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

download: <https://jeremielapointe.itch.io/hot-coco>

gitlab repository: <https://github.com/RoseDuf/Hot-Coco>

Single player 3D platform game with ragdoll physics where you play a coconut named Tabascoco at the bottom of a volcano. To escape, you must launch him from platform to platform with propulsion methods that are... unconventional.

- 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 Won the TouchTunes API Challenge

(January 2019)

github repository: <https://github.com/RoseDuf/thebetersong.tech>

- 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)

- Club executive and spokesperson.
- Responsibilities: budgeting, booking, event organization, animating events and providing tutorials for our members.
- Hosted two online game jams (Concordia Makes Games and CoCo Jam)

### Volunteered for Unity Conference on Developer Day

- In charge of main registration.