Guillaume Nadeau

Software Engineer

Summary

- Great intellectual curiosity and pleasure in learning
- Passion for video games
- Good team spirit and always ready to help others

Formation

2019 to 2023 — **University education**
Polytechnique Montreal
Bachelor of Software Engineering, Multimedia orientation
Cumulative average of 3,48/4

Projects

2023 — **Ubisoft Game Lab Competition**

- Collaborating with student artists and game designer with JIRA
- Developing many gameplay mechanics in Unreal Engine
- Winner of the Best Quality of the "3CS" prize
- Winner of the Best Game Design prize

2021 and 2022 — **Collaborative drawing web application**

- Implementing a server with AWS for collaboration
- Programming features in HTML, CSS and TypeScript
- Designing an optimal architecture on the Angular platform

Professional experience

Summer 2022 — **Developer Intern**
SES & technologies ltd.

- Designing an interface in WPF
- Developing a MVVM architecture in C#
- Managing a client's requests for a project

Fall 2021 — **Developer Intern**
Canam Group

- Creating interface parts for new tools in C #
- Incorporating engineering calculations in Progress 4gl
- Collaborating with an Agile/Scrum team

Personal information

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Spoken and written

- French
- English

Programming languages

- C#
- C++
- Python
- HTML/CSS/TypeScript
- Java

Familiar game engines

- Unity
- Unreal Engine

Source control

- Git
- Perforce
- TFS

Other

- Creative Jam 22nd edition
- Creative Jam 21st edition
  - Winner of the technical challenge