

# Zachary Bellerose

## Junior Software Developer | QA · Web · Game Dev

### Skills

#### Languages:

C#, Java, PHP, SQL, HTML, JS, CSS

#### Frameworks & Tools:

Unity, ASP.NET Core, Selenium, SQL Server, React, Git

#### Other Skills:

QA Testing, Debugging, OOP, Database Design, Linux scripting

### Experience

#### Software Developer Intern / [Nomadis](#)

May 2025 - July 2025, 7260 Rue Saint-Urbain #601, Montréal, QC H2R 2Y6

Designed and automated 20+ Selenium test scripts for a production web platform, corrected failing cases to reduce recurring bugs, and reviewed peers' code to ensure quality. Collaborated with developers in Agile sprints, strengthening expertise in test automation and software quality assurance.

### Education

#### Cégep Gérald-Godin - 420.B0 Techniques de l'informatique / [DEC](#)

August 2022 - May 2026, 15615 Boul Gouin O, Montréal, QC H9H 5K8

Completed advanced coursework in database design, software testing, and web development with hands-on projects

#### École Secondaire Félix-Leclerc / [High School Diploma](#)

August 2017 - June 2022, 311 Inglewood Ave, Pointe-Claire, QC H9R 2Z7

### Projects

#### Horror Game - Unity Game / [Itch.io](#)

Developed a first-person horror game in Unity with a team, implementing AI-driven NPC behavior, player objectives, and escape mechanics in a dynamic thrift store environment. (*Work in progress*)

#### THESAURUS - WebGL 3D Game / [GitHub](#)

Developed a 3D maze in HTML, JavaScript, and WebGL where players find hidden chests, destroy walls, and avoid teleporters, implementing collision detection, player controls, and dynamic environment interactions.