

Zachary Meunier

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Skills

C++

C#

GDScrip

Python

Java

HTML/CSS

Engines

Unreal Engine

Godot

Unity

Languages

French

Native

English

Fluent

Spanish

Beginner

Interests

Video games

Sports

Cinema

Experience

Neon Polygons

Novembre 2024 - Present

Game Developer

Web Developer Intern

March 2024 - May 2024

Department of National Defence

IT Intern

June 2022 - August 2022

Department of National Defence

Various Student Jobs

October 2018 - Present

Education

Université du Québec à

August 2024 - April 2026

Chicoutimi

Baccalauréat en développement de jeux vidéo

Cégep de Ste-Foy

August 2021 - May 2024

Technique programmation web, mobile et jeux vidéo

École secondaire Neufchâtel

August 2016 - June 2021

Diplôme d'étude secondaire PEI

Projects

Ubisoft Game Lab Competition Participant

January 2026 - April 2026

🔗 <https://montreal.ubisoft.com/fr/nos-engagements/education/concours...>

Piece By Piece

November 2024 - Present

🔗 https://store.steampowered.com/app/3249380/Piece_by_Piece/

Newton & Bolt

August 2025 - December 2025

🔗 <https://astro-starboy.itch.io/newton-et-bolt>

School project in collaborations with game artists with industries like setting

Collateral Damage

January 2024 - March 2024

🔗 <https://psonbre.itch.io/collateral-damage>

Capstone Project (Cégep Diploma)

Awards

Second Place

2026

Code Game Jam

First Place WonderJam

Fall 2025

UQAC

First place WonderJam

Spring 2025

UQAC

First place WonderJam

Fall 2024

UQAC

First Place

2023

Intercollegiate GameJam Valleyfield

Second Place

2022

Intercollegiate GameJam Valleyfield