

STEVENS NOUN | 438 722-2274

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SUMMARY

Video game programming student with a passion for creating immersive and engaging gaming experiences. My curiosity drives me to learn and grow as I explore different aspects of game development, from programming to design. As someone who values growth and creativity, I'm always excited to take on new challenges.

EDUCATION

DEC - Computer Science Technology: Video Game Programming (AU 2022 – Present)

Lasalle College, Montréal, QC

- Coursework: Game Programming, 3D Modeling, Game Design

DEC – Architecture Technology (JA 2019 – MA 2021)

Montmorency College, Laval, QC

- Gained foundational design and technical drawing skills, contributing to methodical and detail-oriented mindset.

CERTIFICATIONS

Game Design Professional Certificate | Epic Games | Coursera (*In Progress*)

EXPERIENCE

Stocker | Costco, Boisbriand, QC | MA 2024 – Present

- Maintained organization and inventory accuracy.
- Provided excellent service, showcasing strong communication and problem-solving skills.

Packer | Mondoux Confectionery, Laval, QC | JA 2019 – MR 2023

- Collaborated in a fast-paced team environment.
- Adhered to quality standards, demonstrating attention to detail.
- Managed tight deadlines to meet production targets.

PROJECTS

3D Card Game | Unity (C#)

- Designed map and mini-map systems to enhance navigation.
- Contributed to character movement mechanics and main menu functionality.
- Collaborated with team members to test and refine gameplay.

2.5D Game | Unreal Engine (Blueprint)

- Developed player controls and AI mechanics to enhance NPC behavior.
- Implemented environment interaction for semi-linear gameplay experience.

Discord Bot | Node.js (JavaScript) and .NET (C#)

- Developed multiple Discord bots with features for server moderation, message management and custom commands.

Portfolio Website | HTML, CSS, JavaScript

- Developed a responsive, user-friendly website to showcase projects.
- Implemented interactive elements with JavaScript and hosted on GitHub Pages.

SKILLS

Programming Languages: C#, JavaScript, Java, HTML, CSS

Game Engine: Unity, Unreal Engine

Tools: Visual Studio, VS Code, Git/GitHub, Maya

Frameworks: .NET, Node.js

Specialized Skills: Game design, UI/UX design, gameplay mechanics