GUYLLAUME DEMERS

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GAME PROGRAMMER

Recently completed my studies in computer game development. Fluent in C#, have a good understanding of C++, can integrate tools using Unity and build complexe architecture. I am experienced with Agile methodology and keep on growing my interest in game technologies. I integrate easily, have excellent communication skills and good interpolation skills.

COMPETENCIES

- **C#**
- **C++**
- **Visual Studio**
- JavaSE
- Eclipse
- OpenGL

- SDL
- **Unity**
- **Object Oriented Programming**
- Tools Programming
- WPF

- Top Down Architecture
- Algorithms
- AI
- Agile Scrum
- UML Diagram
- Storyboarding

OTHER EXPERIENCES

Technician — *Studio Lamajeure, Montréal*   2014-219

- Managing Ads Distribution over TV Network
- Doing a Quality Check of the received media
- Processing media to respect TV Network requirements
- Handling Technical Support for TV Network

Technician — *Mega Fun Animation, Québec*   2013-214

- Installing wedding ceremonies
- Operating Lighting, Sound systems
- Working / Cleaning Warehouse

EDUCATION

Computer Games and Programming Skills — *Diploma of college Studies*   2020-2021

ISI, Institut Supérieur d'Informatique, Montréal

Audiovisual Communications Technologies — *Diploma of college Studies*   2011-2014

Cégep Limoilou, Québec

PROJECTS

Unity, Turn-Based Tactic (C#)

- Prototype of a working Combat System. Play against an AI in order to clear the level and reach the final Boss level.

Timeline : 1 Month, Task Description

- Event Based System (Turn Management)
- UI Management
- Tweens
- Action System
- Dialogue System
- Audio Management

Unity, RPG Wave Clear (C#)

- Prototype of a RPG Wave Clear Game. Fight your way around multiple waves in order to survive.

Timeline : 1 Weeks, Task Description

- Inventory System
- Serialization/Deserialization (Inventory)
- AI / Behaviour Tree

OpenGL, Wolfenstein (C++)

- Prototype of the classic Wolfenstein. Play through a single level of this classic remake.

Timeline : 1 Weeks, Task Description

- AI (FSM)
- Bullet Management

SDL, Piggy Breaker (C++)

- Prototype of a Bubble Breaker Game. Clear Out all the bubbles and increase your score.

Timeline : 1 Weeks, Task Description

- Collision System
- UI (Graphics)
- Scoring System

KEYWORDS

- Design Pattern
    - Strategy Pattern
    - Factory Pattern
    - Object Pooling
    - Lazy Initialization
    - Singleton Pattern
    - Event Based System
- Caching / Batching
- Generics
- Extension Methods
- Lambda Expression / Anonymous functions
- LINQ Expression
- Ternary Operator
- BigO

References available upon request