Emmanuel Lajeunesse

Game Programmer and Software Developer

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(416)-554-1396

Work Experience

- Software Programmer, Cast Software – 2018- Present
  - Helped refactor graphics pipeline and shader system
  - Created systems to help improve the softwares VR experience
  - Optimized and modernized OpenGL code in the software

- Gameplay Programmer for Game Development Project "Dew", UOIT– 2016-2017
  - Developed in Unity
  - Programmed Game Mechanics in C#
  - Implemented various Shader effects using Unity CG
  - Implemented networking with C++ dynamic link libraries
  - Created systems to display and track particle effects and shaders

- Lead Programmer for Game Development Project "Splinter Chimp", UOIT– 2015-2016
  - Developed in C++ using GLFW and OpenGL
  - Developed custom math libraries for vectors, matrices, and physics
  - Used GLSL for cell shading, deferred rendering/lighting, shadow mapping, normal mapping and bloom
  - Integrated FMOD in the engine to create 3D audio effects
  - Implemented procedural generation system based on image input

- Teaching Assistant, UOIT – 2016-2018
  - Taught Mathematics and their application to game development, Vectors, Matrices, Quaternions, Physics, Collision, 2D/3D Motion
  - Taught basics of C++ and how to create simple game applications from scratch and using existing libraries

- Office and Resource support, Ontario Ministry of Education – 2015-2017
  - Created, updated and maintained internal SharePoint site

Recognition

- Selected to attend Level Up Expo – 2015, 2016, 2017
- Won 2 game development awards at UOIT

Education

- University of Ontario: Institute of technology – 2014- 2018
  - Bachelor of Information Technology and Game Development with a minor in Programming