Jeffrey A. GUANDIQUE

Video Game Programmer

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Github
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Technical Skills

- C++
- C#
- HTML
- CSS
- JS
- Raylib
- Scripting
- Unity
- Unreal
- Godot
- Github
- GitLab
- Perforce
- Hansoft
- Blender
- Photoshop
- Premiere
- Sony Vegas Pro

Soft Skills

- Quick Learning
- Adaptable
- Problem Solving
- Autonomous
- Resourceful
- Methodical

Languages

- English
- French
- Spanish

About Me

Game programmer with 1+ year of experience, focused gameplay, in 3D games made with Unity Game Engine. Experience with UI and refactoring core game features into becoming scaleable. While primarily concentrated as a programmer, my background in Game & Level Designs helps me bridge towards the Design & Arts aspects of game development.

Professional Experience

PlayTogether Studio - Formerly as "Puropu : Rogue Invasion" (PC, Steam)

Game Programmer
Sep 2023 - Feb 2024
- Programmed gameplay features and behavioral systems
- Created scalable solutions for the core functionalities
- Managed version control using GitHub and GitLab
- Involved in game design and balance, improving player experience
- Maintenance and refactoring of existing code
- Mapping Diagrams for code structure

Intern Game Programmer
Mar 2023 - June 2023

Education

Collège de Bois-de-Boulogne - **Video Game Programmer**
Jan 2022 - June 2023
- Object-Oriented Programming
- C++, C#
- Unity, Unreal
- Tools, Gameplay, Multiplayer, Graphics, Physics, AI Programming
- Agile Methodology
- Version Control with Perforce, Handsoft, Github
- Designed and structured game systems

Dawson College - **Independent Video Game Design**
Jan 2014 - Dec 2015
- Game Promotion & Marketing
- Entrepreneurship
- Game Assets Creation & Management / Art Production
- Game & Level Design : Prototyping, Pre-production & Development
- Scripting
- Game Jams & Tabletop Game Design

Dawson College - **Level Designer for Video Games**
Mar 2010 - July 2011
- Level Architecture
- Drawing Techniques
- Scripting and Analyzing
- Game Design
- Creativity in Level Design
- 3D Modelling and Animation

Projects

Unity Semester Project
Oct 2022 - Dec 2022
- Unity Game Engine - C# Language
- Programmed AI using State Machines & Behavior Tree
- Programmed custom tool for NPC patrol points
- Applied some Level Design

"Katurby" Game Jam : Katamari Damacy Clone
Sep 2022 (2 Weeks)
- Unity Game Engine - C# Language
- Use built-in Physics & Collisions to program gameplay features
- Programmed player movement and key features
- Use of Version Control via GitHub
- Applied some Level Design

Galactic Force - Prototype : Star Fox Clone
June 2022 (2 Weeks)
- Unity Game Engine - C# Language
- Programmed within restrictions (No built-in physics, triggers, collisions)
- Programmed 3C

2D Platformer Vertical Slice - IVGD Graduation Project
Sep 2015 - Dec 2015
- Unity Game Engine - C# Language
- Programmed 3C
- Programmed UI
- Programmed Enemies Behavior
- Applied some Level Design

"Extinction" Half-Life 2 Mod - Graduation Project
Jan 2011 - Apr 2011
- Designed and Documented assigned tutorial Level 1B
- Applied Cascade Methodology
- Built Blockout to Refined and Finished Level
- Use of HL2's Scripting to create hostile plants in level
- Created various Scripted Sequences

Team Fortress 2 Multiplayer Map
Oct 2010 - Nov 2010
- Designed, Documented and Built Map
- Applied Multiplayer Design

Volunteering

Oct 2022
- MEGAMIGS

Professional Development

2025
- Portfolio (HTML / CSS / JS)
- Grid-Based Puzzle Game (Godot4 C#)

2024
- Tactical TurnBased (Unity)
- RaidBoard Project (Unity)
- GameJams
- C++ Unreal

Previously
- Math 203 - Unfinished
- Math 201

Jobs 2013 - 2020

- Cleaner
- Retail
- Warehouse Clerk