

JEAN-PHILIPPE PARENT

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English – French

Formation

Bachelor of Software Engineering

Since 2013

École de technologie supérieure (ÉTS)
Université du Québec, Montreal

Computer Science College Diploma

2013

Cégep du Vieux Montréal

Technical Skills

- Languages : Java, JavaScript, C#, C++, classic ASP, HTML 5, CSS 3, Python, PHP
- Game engines/libraries : Unity3D, SFML, Playground.js
- Version control : Git, SVN, CVS
- Databases : MySql, SQL Server, MongoDB, Oracle SQL, SQLite
- Web client libraries: jQuery, Bootstrap

Professional experience

Programmer

Since 2013

Bell Canada, Montreal

- Developed, maintained and enhanced intranet applications
- Developed a RESTful data interface
 - Node.js (0.10.30) server with Express (4.1) framework and MongoDB (2.6)
- Programed and maintained a Java server routine

Implication

Conjure student club (Video game development club at ÉTS)

Since 2014

- Member of the administration, took part in decisions, organized events
- Take part in formations given by Ubisoft Montréal
- Volunteerism for different events (MTL Game Jam, Applets Mobile Challenge, Eureka!)

Personal Projects

Game Jams (video game development in 48h) 2015

- Montreal Game Jam 2015 (part of Global Game Jam)
 - 4 player Coop puzzle game made with Unity 4.6
 - Team of 5 programmers and 1 designer/2D artist
- Pixel Challenge Quebec 2015
 - Multiplayer Coop action game (3 vs. 1) made Unity 4.6
 - Team of 4 programmers and 1 3D artist
- O'Jam (Ottawa Jam) 2015 **(WINNER)**
 - Two player platformer/puzzle game made with Unity 5
 - Team of 4 programmers and 1 2D artist
- Creative Jam 2015 **(special mention for originality)**
 - 4 player twin stick party game made with Unity 5.1.2
 - Team of 3 programmers and 5 3D artists

School Projects

End of college project : Prototype of a *The Legend of Zelda* clone 2013

- Wrote the design documents (concept, UML, mockups, schedule)
- Developed in C++ 11 with the SFML 2.0 library
- Tile-based levels made with Tiled 0.9
- Made a static web site presenting the project

Real-time strategy game on local area network (LAN) 2012

- Worked with a team of 7 people
- Made use of Agile methods with daily SCRUMs
- Developed an Artificial Intelligence, combat gameplay, etc.
- Made with Python and TKinter graphic library

Other experience

Crew trainer 2008 - 2012

Les entreprises JMC (McDonald's franchise)

- Trained new employees to different positions

Hobbies

- Game development
- Music (playing guitar and going to concerts regularly)
- Japanese language course since 2014