

# Nicholas Pelletier

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LinkedIn

LinkedIn: <https://www.linkedin.com/in/nwpelletier/> • Portfolio: <https://nwpelletier.github.io>

## SUMMARY

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- Versatile, bilingual developer with a background in both front-end and back-end web design
- Proactive team player with strong analytical skills, able to manage multiple projects simultaneously
- Focus on clean design, usability, and performance
- Technical workflow management across creative industries

## SKILLS

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**Web Development:** HTML, CSS, Javascript, React, Node.js, SQL, MongoDB

**Development Tools & Task Management:** Git, Postman, AWS, Trello, Notion, Jira

**Game Development:** Unity, C#, FMOD

**Audio:** Pro Tools, Reaper, Logic Pro, Acoustic Recording, Sound FX Editing, MIDI

**Design/Other:** Photoshop, Figma, Microsoft Suite, Google Suite,

## EXPERIENCE

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### Software and Web Developer

CERASP, Montreal – *Since 2024*

- Designed and implemented a responsive, multilingual website using React and Strapi (headless CMS), enabling non-technical users to update and manage content efficiently.
- Developed custom components and integrated dynamic page rendering to support institutional branding and flexible content delivery.
- Ensured cross-platform compatibility and performance optimization through lightweight layouts and mobile-first design principles.
- Contributed to Unity VR projects by optimizing user interaction mechanics and refining simulation behavior for real-time performance and clarity.

### Sound Recording Technician

McGill University, Montreal – *2020 – 2022*

- Provided technical expertise for audio recording sessions in studio and live environments, ensuring high-fidelity capture of music, dialogue, and ambient sound.
- Operated and maintained professional recording equipment (e.g., Pro Tools systems, analog/digital consoles, microphones, and outboard gear).
- Supported post-production workflows including editing, mixing, and file management, collaborating closely with faculty, researchers, and student artists.

### Production Assistant

Industrial Light and Magic (ILM), Vancouver – 2016 – 2018

- Supported visual effects teams by managing asset tracking, documentation, and interdepartmental communication for high-profile film productions.
- Facilitated dailies, review sessions, and schedule coordination to ensure smooth workflow between artists, supervisors, and production staff.
- Developed a strong understanding of VFX pipelines, contributing to efficient version control, render queue management, and delivery organization.
- Maintained composure in a fast-paced, high-stakes environment, balancing creative collaboration with administrative precision.

## PROJECTS

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### WhisperAds (Google Chrome Extension)

2025 | See portfolio for details

- Designed and developed a Google Chrome extension that automatically detects and mutes or lowers the volume of autoplay videos and ads, enhancing user browsing experience on media-heavy websites.
- Utilized JavaScript, Chrome Extension APIs, and DOM manipulation to programmatically monitor and control audio elements in real time.
- Implemented efficient polling and event-based mechanisms to minimize performance impact while maintaining consistent behavior across major sites.
- Packaged and tested the extension with attention to UX for intuitive on/off toggling and user control.

### Procedural Map Generator (Unity)

2024 | See portfolio for details

- Built a procedural level generation system in Unity using C# and Kruskal's algorithm to produce fully connected room-based layouts suitable for roguelike and dungeon-crawler games.
- Integrated spatial constraints and logic for doors, corridors, and dead ends to ensure balance between exploration and guided design.
- Structured the system for extensibility — allowing future incorporation of enemy placement, loot generation, and adaptive difficulty scaling.
- Focused on performance efficiency and maintainable codebase for potential adaptation to 2D or VR-based level design.

## EDUCATION

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### AEC, Full Stack Developer

John Abbott College, Montreal – 2024

### Master, Music (Sound Recording)

McGill University, Montreal – 2021

### Bachelor, Music (Piano Performance)

University of Ottawa, Ottawa – 2013