# Nick Pelletier

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## Objective

Curious and creative developer driven by a love of problem-solving and thoughtful design. I focus on web technologies and enjoy crafting clean, intuitive experiences. Always learning, I aim to build solutions that are both functional and meaningful.

## Professional Experience

**Software and Web Developer**
CERASP
01/2024 – present | Montreal, QC
- Developing a React-based website using Strapi as a headless CMS to allow easy content generation for the user, and lightweight responsive design across devices.
- Worked on Unity VR projects, contributing to the development and optimization of interaction simulations.

**Sound Recording Technician**
McGill University
01/2020 – 01/2022 | Montreal, QC
- Assisted in recording and production of high-quality audio for various projects and events.
- Operated studio equipment and collaborated with faculty and students to achieve project goals.

**Production Assistant**
Industrial Light & Magic (ILM)
08/2016 – 08/2018 | Vancouver, BC
- Assisted in the production of visual effects for major film projects, handling support tasks in a fast-paced environment.
- Gained experience in project coordination and creative collaboration.

## Skills

**Web Development**
HTML, CSS, JavaScript, React, Node.js

**Development Tools and Task Management**
Git, Postman, AWS, Trello, Notion, Jira, Figma

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

## Education

**AEC, Full Stack Development**
John Abbott College
01/2023 – 01/2024 | Montreal, QC

**Master, Sound Recording**
McGill University
09/2019 – 04/2021 | Montreal, QC

**Bachelor, Music**
University of Ottawa
09/2009 – 04/2013 | Ottawa, ON

## Projects

**Whisper Ads (Google Chrome Extension)**
- Developed a Chrome plugin to subdue or mute autoplay video/ad volume.
- Used JavaScript and Chrome API for seamless extension creation.

**Procedural Map Generator (Unity)**
Ongoing Personal Project
- Built a random map generation system for games using Kruskal's algorithm to ensure fully connected, programmed in C#.
- Designed for modular 3D environments with room-based structures, supporting replayability and dynamic level design.