Jean-Denis Boivin

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EXPERIENCE

Notessimo

Apr 2020 – Present | Founder

Making a fun and collaborative music composer in Unity.

- ✅ Audio engine made from scratch
- ✅ Vast library of user-generated content (website)
- ✅ Cross-platform iOS / Android / Windows / Mac / WebGL

Unity   Next.js   C#   React   Discourse   Kubernetes
PostgreSQL   PHP   JavaScript   TypeScript   SCSS

Thunder Lotus Games

Oct 2019 – Apr 2020 | Tech Lead

I built internal tools (animation) as well as overseeing the multiplayer tech for an unanounced project in Unity.

- ✅ Changed the tech stack to better suit the project
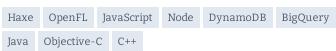
Unity   C#   ECS   Quantum (Photon)

Mino Games

Jun 2017 – Oct 2019 | CTO

Worked on the mobile game "Cat Game" (10M+ downloads). Was in charge of pretty much everything tech related.

- ✅ Designed the minigames
- ✅ Designed some of the formula progression
- ✅ Wrote a major portion of the whole codebase
- ✅ Performed technical interviews
- ✅ Wrote a rendering engine

Haxe   OpenFL   JavaScript   Node   DynamoDB   BigQuery
Java   Objective-C   C++

CINCO Lab

Nov 2015 – Dec 2016 | Lead Programmer

Created multiple websites / experiences / apps (hardware & software) for this marketing agency, mainly used in events to promote brands.

- ✅ VR / AR experiences in Unity
- ✅ Helped with the production of 3D video (VR)

Unity   Angular   React Native   Raspberry Pi   Arduino
JavaScript   PHP   C#   C   Objective-C   Swift   MySQL

SKILLS

Languages

French   English

Programming Languages

C#   Haxe   JavaScript   TypeScript   PHP   C   SCSS   SQL

Frameworks

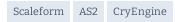Unity   Next.js   React   OpenFL   AWS   Kubernetes   WPF

Concepts

Adobe Creative Suite   Full-Stack   Game Dev   Web Dev
Version control (GIT / SVN / Perforce)   Responsive design
Continuous integration / deployment (CI / CD)   Electronics
Multiplayer / Network   Graphics / Shaders   Automated testing
REST API design   Audio   Profiling   Optimisation

EXPERIENCE (MORE)

Bethesda Game Studios (Austin, TX)

Mar 2015 – Nov 2015 | UI Developer

Developed the UI for the cancelled game Battle Cry

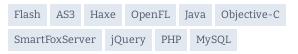Scaleform   AS2   CryEngine

FailSafe Games

Feb 2010 – Mar 2015 | Co-founder

Flash Games / Mobile Ports and Websites for clients.

- ✅ Game Jam winner
- ✅ Developed a mobile prototype for Tetris
- ✅ Developed a MMORPG for the Sift Heads franchise

Flash   AS3   Haxe   OpenFL   Java   Objective-C
SmartFoxServer   jQuery   PHP   MySQL

ODD1

Jul 2008 – Feb 2010 | Programmer

Developed dozens of flash games (and iOS) for this defunct Montréal company, mostly for cartoon TV shows.

Flash   AS3   Objective-C   PHP   MySQL