# Jean-Denis Boivin

**☑** jd@boiv.in

Montréal, QC

in jeandenisboivin

**(**jd.boiv.in

🕠 starburst997

#### **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-platformiOS/Android/Windows/Mac/WebGL

Unity	Nex	t.js	C#	React	Discourse	F	Kubernetes	
PostgreSQL		PHF	J	avaScript	TypeScrip	ot	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



# **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



# **CINCO Lab**

Nov 2015 - Dec 2016 | Lead Programmer

Created multiple websites / experiences / apps (hardware 8 software) for this marketing agency, mainly used in events to promote brands.

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

Unity	An	Angular		t Na	tive	Raspber	Arduino		
JavaScript		PHP	C#	С	Objective-C		Swift	MySQL	

## **SKILLS**

# Languages

French English

# **Programming Languages**



# **Frameworks**

# **Concepts**

Adobe Creative Su	ite Fu	ll-Stack	Game D	ev W	eb Dev			
Version control (GIT/SVN/Perforce) Responsive design								
Continuous integration / deployment (CI / CD)								
Multiplayer/Netw	haders	rs Automated testing						
REST API design	Audio	Profiling	Optim	Optimisation				

# **EXPERIENCE (MORE)**

# Bethesda Game Studios (Austin, TX)

Mar 2015 - Nov 2015 | UI Developer

Develop the UI for the cancelled game Battle Cry

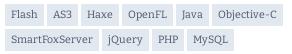
Scaleform AS2

#### FailSafe Games

Feb 2010 - Mar 2015 | Co-founder

Flash Games / Mobile Ports and Websites for clients.

- Game Jamwinner
- Developed a mobile prototype for Tetris
- Developed a MMORPG for the Sift Heads franchise



### ODD1

Jul 2008 – Feb 2010 | Programmer

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

