Jean-Denis Boivin

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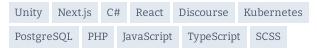
EXPERIENCE

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)
- Support iOS / Android / Windows / Mac and WebGL



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

Iun 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.

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

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

SKILLS

Languages

French English

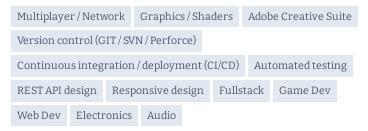
Programming Languages



Frameworks

Unity Next.js React OpenFL AWS WPF

Concepts



EXPERIENCE (MORE)

Bethesda Game Studios (Austin, TX)

Mar 2015 - Nov 2015 | UI Developer

Develop the UI for the cancelled game Battle Cry

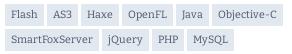
Scaleform AS2

FailSafe Games

Feb 2010 - Mar 2015 | Co-founder

Flash Games / Mobile Ports and Websites for clients.

- Game Jam winner
- 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.

