# 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-platformiOS/Android/Windows/Mac/WebGL

Unity	Nex	t.js	C#	React	Discourse	F	Kuberne	tes
Postgre	eSQL	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

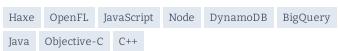


# **Mino Games**

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)

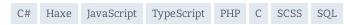
Unity	Angular		React Native			Raspber	Arduino	
JavaScript		PHP	C#	С	Obj	ective-C	Swift	MySQL

# **SKILLS**

# Languages

French English

# **Programming Languages**



# **Frameworks**

Unity	Next.js	React	OpenFL	AWS	Kubernetes	WPF
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# **Concepts**

Adobe Creative Su:	ite Fu	ll-Stack	Game D	ev W	Web Dev				
Version control (GIT/SVN/Perforce) Responsive design									
Continuous integration / deployment (CI / CD)									
Multiplayer/Network Graphics/Shaders Auto						sting			
REST API design	Audio	Profiling	Optin	Optimisation					

# **EXPERIENCE (MORE)**

# Bethesda Game Studios (Austin, TX)

Mar 2015 - Nov 2015 | UI Developer

Developed the UI for the cancelled game Battle Cry

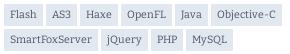
Scaleform AS2

## 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.

