# Jean-Denis Boivin

**☑** jd@boiv.in

Montréal, QC

**in** jeandenisboivin

( jd.boiv.in

🕥 starburst997

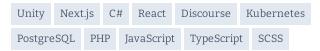
#### EXPERIENCE

#### 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)
- 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

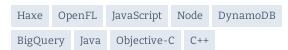


## **Mino Games**

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



### 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	An	gular	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	WPF

# **Concepts**

Multiplaye	Graphics/S	Sha	ders				
Adobe Creative Suite			Version control (GIT/SVN/Perforce)				
Continuous integration / deployment (CI/CD)							
Automated testing R			EST API desig	gn	Responsive design		
Fullstack	Game Dev		Web Dev	Electronics		Audio	

#### EXPERIENCE (MORE)

## Bethesda Game Studios (Austin, TX)

Mar 2015 - Nov 2015 | UI Developer

Develop the UI for the cancelled game Battle Cry

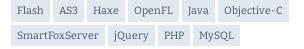
Scaleform AS2

# 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.

Flash AS3 Objective-C PHP MySQL