

Jean-Denis Boivin

✉ jd@boiv.in

/ 📍 Montréal, QC

/ [in jeandenisoivin](https://www.linkedin.com/in/jeandenisoivin)

/ 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-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 unannounced 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