

# Jean-Denis Boivin

✉ [jd@boiv.in](mailto:jd@boiv.in)

/ 📍 Montréal, QC

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

/ [jd.boiv.in](https://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