

# TESSA HUDSON

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Versatile, multi-disciplinary 3D artist and web developer.

## EDUCATION

BACHELOR OF COMPUTER SCIENCE – COMPUTER APPLICATIONS WITH COMPUTATION ARTS, CONCORDIA UNIVERSITY  
2017-2022

## SKILLS

- Programming Languages: C++/C, Python, Java, HTML/CSS/JavaScript, PHP
- Software: Blender, Unity, Jira, Perforce, and Adobe Photoshop, Illustrator, Premiere, AfterEffects
- Libraries: OpenGL
- Databases: SQLite

## LANGUAGES

French and English.

## CAREER RELATED EXPERIENCE

UBISOFT – CRM Front End Assistant Web Developer

MAY 2020 – DEC 2020

As part of the CRM team worked closely with brand, graphic designers and integrators to build dynamic emails for players. In September, as the senior web developer I was asked to train new team members in HTML coding emails for Salesforce.

Technologies: HTML/CSS, Salesforce Marketing Cloud AmpScript, Jira, Perforce, Excel, Photoshop

UBISOFT GAME LAB TEAM – Artist

2021

Created and textured environment and character models as well as developing a concept and cohesive style for the game Mystic Bond. This game was built in a team of students from Concordia and Polytechnique over the course of ten weeks for the 2021 Ubisoft Game Lab competition.

Technologies: Blender, Unity, Adobe Photoshop, GitHub

HACKCONCORDIA – Director of Design

2019/2020

As part of the HackConcordia Executive team I worked to organize the hackathon ConUHacks. I have worked closely with the community, tech and internal teams to make the social media posts for the organization, create the ConUHacks website as well as swag for participants items such as t-shirts and enamel pins.

Technologies: Adobe Photoshop & Illustrator

## ACADEMIC PROJECTS

### 3D & 2D ANIMATION PROJECTS

Created a sculpted a face model and lip-synced it to an audio clip, modeled, textured and rigged an organic creature model, with a fly cycle. As well as, a self-proposed low-polygon environment of a futuristic city encased within a stone head.

Technologies: Blender, Adobe Premiere and After Effects.

### WORLD ARTIFICIER

Developed an interactive site as a world building tool for writers. World artifices allows a user to log into their personal 'galaxy' where they can create fictional planets with a variety of geographical and political environments. The users can explore the implications of their choices and the worlds other users have created.

Languages: HTML, CSS, JavaScript and PHP Database: SQLite Technologies: Photoshop

### NEW HAVEN & OTHER GAMES

- A C++ game modeled after the board game New Haven in a team of four programmers.  
I built a game board using a graph data structure and implemented various search algorithms including DFS and BFS in order for the player to place pieces on the board and take actions within the game.

A game created in Java in which the players compete as to who can fill a garden plot with trees and flowers the fastest.