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Thomas Gauthier-Caron
Programming / Web / Electronics / Game Design

Contact

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 github.com/thomasgauthier/

Education

2014- **Computer Science/ Computation Arts**
Bachelor degree at Concordia University

2012-14 **Sciences, lettres et arts**
DEC at Collège de Maisonneuve

Knowledge

Programming languages : C++, Java, Python, Javascript, C#
Web : HTML5/CSS3, AngularJS, NodeJS, PHP, MySQL, Wordpress
Platforms : Android, iOS, Linux, Windows
Electronics : Arduino, Rapsberry PI, ARM
Game Dev : Unity, Unreal Engine, HTML5/WebGL

Work experience

2017- **VR Research work**
Programmer/Designer
Programming and environment design for a VR training software in the context of academic research at Concordia University's CDMC lab

2016-2017 **The Amalgamated**
Programmer/Co-designer
Programming and help on the design of an educational browser-based game for Ph.D candidate at Concordia University William Robinson

2015- **PARCADE**
Conceptor/Programmer
Programming and conception of an interactive installation for urban space. The installation has been showed at Montreal Nuit Blanche 2015, Concordia's ARCADE 11 and Nuit blanche sur Tableau Noir

2015- **SOS.CAMERA**
Lead programmer
Development of a mobile app for iOS and Android in conjuction with a web site for video communication tech support

2013-2014 **Octochrome**
Interactive system conceptor
Programming and conception of interactive systems for the Christmas installation at Montreal's Biodome

2011-2013 **MFX Productions**
Microcontroller programming
Programming for cinema props using Arduino

Other experience

2016 **Ubisoft Game Lab competition**
Programmer

2015, 2016 **Global Game Jam**