

>thomasgc_

Contact



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thomasgauthier.me



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#

Platforms : Android, iOS, Linux,
Windows

Game Dev : Unity, Unreal Engine,
HTML5/WebGL

Web : HTML5/CSS3, AngularJS,
NodeJS, Wordpress

Electronics : Arduino, Raspberry PI

Thomas Gauthier-Caron

Creative Technologist

Work experience

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 conjunction with a web site for
video communication tech support

2011-2013

MFX Productions

Microcontroller programming

Programming for cinema props using
Arduino

2013-2014

Octochrome

Interactive system concepector

Programming and conception of
interactive systems for the Christmas
installation at Montreal's Biodome

Other experience

2016

Ubisoft Game Lab competition

Programmer

2015, 2016

Global Game Jam

About Me

Thomas Gauthier-Caron is a programmer interested in playful interaction. Thomas' works defies the belief that computers are just zeros and ones. A lot of Thomas' projects features not just human-computer interaction, but human-human interaction. Be it in a multiplayer screen based game, or a game of PONG played with seesaws. With a training in both Computer Science and Computation Arts at Concordia University, Thomas is well positioned to craft powerful computer interactions that can surprise people and subvert expectations.