

>thomasgc_

Contact



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thomasgauthier.me



github.com/thomasgauthier

Education

- 2014-18 **Computer Science/
Computation Arts**
Bachelor degree at
Concordia University
- 2012-14 **Sciences, lettres et arts**
DEC at Collège de
Maisonneuve

Knowledge

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

Other experience

- 2018 **Video game exhibiton
at la Station F-MR**
Exhibited artist
- 2016 **Ubisoft Game Lab
competition**
Programmer
- 2015, 17, 18 **Global Game Jam**

Thomas Gauthier-Caron

Programming / Game Dev / Electronics

Work experience

- 2018- **ctrl.me**
Programmer/Designer
Programming and design of a Playstation
Move game where players remotely control
their blindfolded teammates. It was
presented at Indiecade 2018. The game is
being commercialized for team building
events with SPIN Jeux & Activations
- 2017-2018 **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
alternative controller game of Pong
played with seesaws. The installation has
been showed at Nuit blanche sur Tableau
Noir 2014, Montreal Nuit Blanche 2015,
Concordia's ARCADE 11 2015 and MEGA
2018.
- 2015-2017 **SOS.CAMERA**
Lead programmer
Development of a mobile app for iOS and
Android in conjunction with a web site for
video communication tech support
- 2013-2014 **Octochrome**
Interactive system concepor
Programming and conception of
interactive systems for the Christmas
installation at Montreal's Biodome
- 2011-2013 **MFX Productions**
Microcontroller programmer
Programming for cinema props using
Arduino