

>thomasgc_

Contact



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thomasgauthier.me



github.com/thomasgauthier/

Education

2014-17 **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, Raspberry PI,
ARM

Game Dev : Unity, Unreal Engine,
HTML5/WebGL

Thomas Gauthier-Caron

Programming / Web / Electronics / Game Design

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 conjunction 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