

>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 exhibition
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 **Exo-C**
Audiovisual Programmer
Programming and design of AV automation programs
for schools and office spaces, mainly using Crestron
technology
- 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 concepector
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