

The logo consists of the letters 'M' and 'T' in a white, bold, sans-serif font, centered within a solid teal square.

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## PROJECTS

### IUGO Mobile Entertainment

Unannounced IP  
Kingpin Underworld

### Red Meat Games

Sentience  
Finding Heidi  
First Impact: Rise of a Hero

### Blot Interactive

VocaBRAWLary

## TECHNICAL SKILLS

### Languages

C++  
C#

### Code Editors

Android Studio  
JetBrains Rider  
Visual Studio  
XCode

### Game Engines

Connexion  
Unity  
Unreal Engine

### Version Control

Git  
Subversion  
Perforce

# MARC TREMBLAY

*Results-driven Game Programmer and Software Developer seeking a challenging development role. Proven track record of collaborating within interdisciplinary teams to deliver innovative projects, with experience in C++, C#, Unity, and proprietary engines.*

## WORK EXPERIENCE

### Software Engineer | 2021 – 2023

IUGO Mobile Entertainment | Remote, Canada

- Followed reproduction steps to diagnose and fix bugs
- Collaborated with cross-functional teams to implement new features
- Participated in code reviews to ensure the highest quality standards
- Refactored game code to integrate the latest SDK updates
- Assessed feature designs to plan tasks and estimate time requirements

### Game Programmer | 2020 – 2021

Red Meat Games | Oshawa, ON & Remote

- Collaborated with team members to develop mobile game prototypes
- Optimized game systems, significantly improving performance
- Identified and resolved complex bugs

### Teaching Assistant | 2019, 2020

University of Ontario Institute of Technology | Oshawa, ON

- Provided guidance and support to students during lab exercises
- Proctored midterm tests and diligently graded tests, labs, and exercises

### Game Programmer (Internship) | 2017, 2018

Red Meat Games, Blot Interactive | Kitchener, ON

- Collaborated with team members to identify and resolve bugs
- Optimized game systems to meet PSVR performance requirements
- Integrated Steamworks API, adding Steam and multiplayer functionality

## EDUCATION

### Bachelor of Science (Hons.) Computer Science | 2014 – 2019

University of Ontario Institute of Technology | Oshawa, ON

*Highlights* – Object-Oriented Programming, Game Development Workshops, Massively Parallel Programming, Software Quality Assurance, Game Sound, Computer Graphics, Web Applications, Mobile Applications