

The logo consists of the letters 'MT' 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  
3 Unreleased Prototypes  
First Impact: Rise of a Hero

### Blot Interactive

VocaBRAWLary

## TECHNICAL SKILLS

### Languages

C++, C, C#, Java, Python, Kotlin

### Version Control

Git, SVN, Perforce

### Code Editors

Visual Studio, VS Code, Rider,  
Android Studio, XCode

# MARC TREMBLAY

*Results-driven software developer with expertise in C++ and C#. Experienced in optimising and maintaining complex systems, contributing to performance-critical projects in gaming. Open to applying technical skills to embedded systems, robotics, mobile development, and other innovative fields.*

## WORK EXPERIENCE

### Electronics Assembler / 2024 – 2025

Adamson Systems Engineering / Port Perry, ON

- Read and interpret schematics and wiring diagrams
- Assembled passive electronics for installation in high-powered audio systems
- Collaborated with electronics testing team to develop new test equipment

### Software Engineer / 2021 – 2023

IUGO Mobile Entertainment / Remote, Canada

- Followed reproduction steps to diagnose and fix bugs
- Collaborated with team members to implement new features
- Participated in code reviews to ensure highest code quality
- Refactored game code to use latest SDK updates
- Assessed feature designs to plan tasks and estimate timelines

### Game Programmer / 2020 – 2021

Red Meat Games / Oshawa, ON & Remote

- Collaborated with team members to develop game prototypes
- Refactored and optimized game systems to improve performance
- Tracked down bugs and implemented fixes

### Teaching Assistant / 2019, 2020

University of Ontario Institute of Technology / Oshawa, ON

- Supervised and helped students with lab exercises
- Proctored midterm tests
- Graded tests, labs, and exercises

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

Red Meat Games, Blot Interactive / Kitchener, ON

- Collaborated with team members to find and fix bugs
- Optimized game systems to meet PSVR requirements
- Integrated Steamworks API to add multiplayer functionality

## EDUCATION

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

University of Ontario Institute of Technology / Oshawa, ON