Curriculum Vitae

William Lebel

581-748-5071
william.lebel.1@ens.etsmtl.ca
Montreal, Canada
GPA: 4.26/4.3

Education

Baccalaureate in Software Engineering   December 2023 (*in progress*)
ETS – Montreal

DEC in Computer Science – Video Game Programming   May 2019
Cégep de Sainte Foy – Quebec City
Award: Scholarship for having the best grades in my cohort

Specialized knowledge

Programming languages
C++, C, C#, C, Python, Powershell

Tools
Unreal Engine 4, Unity, Perforce, Git, JIRA, Bitbucket, Visual Studio, Microsoft Office

Libraries
ImGui, OpenGL, SFML, SDL, Qt

Experiences
Gameplay programming, UI programming, network programming, rendering programming, web development, mobile development.

Languages
French (natively) and English (spoken and written)

Others
I have the necessary autonomy and curiosity, and proactivity to acquire new knowledge.

Involvement

Interactive Media Club   September 2019 – Now
Conjure (ETS student club) – Montreal
- Participating as a member of the executive team and taking decisions for the club
- Designing and programming game prototypes

Personal Projects

<u>Ubisoft Game Lab Competition</u>   January 2022 – April 2022

10-week interuniversity and multidisciplinary game development competition

Awards:	Best Technical Challenge and Innovation, Best User Experience
Other nominations:	Best Prototype, Best Quality of the "3Cs", Best Creativity and Theme Integration

<u>Game Jams</u>   September 2019 – Now

I participated to 8 game jams over the year. Game jams are game dev competitions taking place usually over a weekend.

Awards:	3 first places 3 second places

Professional Experiences

<u>Gameplay Programmer</u>   January 2023 – August 2023
Gearbox Montreal – Montreal

Achievement: I was able to create an inventory / loadout system from scratch for the team in Unreal Engine 5.

<u>Gameplay Programmer</u>   January 2021 – May 2021
Ubisoft Quebec – Quebec City

Achievement: After only 3 months, I was able to be considered by the team as the "owner" of some key systems for the game.

<u>UI Programmer</u>   January 2020 – April 2020
WB Games Montreal – Montreal

Achievement: I was able to fully design and integrate a custom editor tool for artists in Unreal Engine 4.

<u>Full Stack Web Developer</u>   June 2019 – August 2019
Icentia – Quebec City

Achievement: I was able to design and create and maintain the architecture of a key web-based tool for the company.

<u>Telecommunication Researcher</u>   March 2019 – May 2019
Inria, Citilab, Agora Team – Lyon (France)

Achievement: I elaborated and orchestrated more than 400 tests on WiFi aggregation from which the results were used to write a report.

<u>Python Software Developer</u>   May 2018 – August 2018
Icentia – Quebec City

References will be provided on request