

# William Lebel

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## EDUCATION

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### École de technologie supérieure (ETS)

*Bachelor in Software Engineering - GPA: 4.25/4.30*

Montreal, QC

Aug. 2019 – Dec. 2023

### Cégep de Sainte Foy

*DEC in Computer Science - Video Game Programming*

Quebec City, QC

Aug. 2016 – May 2019

## TECHNICAL SKILLS

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**Languages:** C++, C, C#, Python, Java, JavaScript, TypeScript, Powershell, Bash, Dart, SQL (MySQL), ASM (Win64)

**Tools:** Unreal Engine 5, Unity, Perforce, Git, JIRA, Bitbucket, Visual Studio, Docker

**Libraries:** ImGui, OpenGL, SFML, SDL, Qt

**Experiences:** Gameplay, UI, network, rendering, web development, mobile development

**Speak:** French (natively) and English (spoken and written)

**Other:** I have the necessary autonomy, curiosity, and proactivity to acquire new knowledge

## EXPERIENCE

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### C++ Developer

*Propero*

Mar. 2024 – Present

Montreal, QC

- Developed a standalone tool to measure hardware metrics on Windows, Linux and Android
- Improved the open source Large Language Model (LLM) project llama.cpp to match the company's internal needs
- Developed a full CI/CD pipeline, including building, testing and deploying, for a product

### Gameplay Programmer

*Gearbox Montreal*

Jan. 2023 – August 2023

Montreal, QC

- Developed an inventory and a loadout system from scratch in Unreal Engine 5
- Developed a ImGui tool for the UE5 Gameplay Ability System

### Gameplay Programmer

*Ubisoft Quebec*

Jan. 2021 – May 2021

Quebec City, QC

- Helped close and ship a triple A video game product using a custom game engine
- Debugged various gameplay systems, such as dialogues, sound, world streaming, and puzzles

### UI Programmer

*WB Games Montreal*

Jan. 2020 – Apr. 2020

Montreal, QC

- Developed a system for visualizing a 3D map of the world in Unreal Engine 4
- Developed a tool for artist to create camera sequences in engine
- Debugged various UI systems, such as menus, map markers and UMG elements

### Full Stack Web Developer

*Icentia*

June 2019 – Aug. 2019

Quebec City, QC

- Developed a web-based tool to visualize KPIs for the company
- Developed a REST backend using Flask and Python
- Developed a frontend using React and Javascript

### Telecommunication Researcher

*Inria, Citilab, Agora Team*

Mar. 2019 – May 2019

Lyon, France

- Developed a tool to measure WiFi frame aggregation in C based on a research paper
- Elaborated and orchestrated more than 400 tests on WiFi frame aggregation

### Python Developer

*Icentia*

May 2018 – Aug. 2018

Quebec City, QC

- Debugged a medical GUI tool written in Python using Qt
- Followed strict software engineering processes based on the medical field restrictions

## INVOLVEMENT

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### **Interactive Media and Video Game Development Student Club**

Sep. 2020 – Dec. 2023

*Conjure ETS*

*Montreal, QC*

- Participated as a member of the executive team and helped to manage the club
- Participated in important decisions concerning the club's vision and finances
- Designed and programmed video game prototypes
- Designed and programmed an arcade system for the club

## PROJECTS

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### **Ubisoft Game Lab Competition** | *Unity, C#, Online*

Jan. 2022 – Apr. 2022

- Developed a video game in 10 weeks with a 6 person team composed of programmers, game designers and artists
- Won the "Best Technical Challenge and Innovation" award
- Won the "Best User Experience" award
- Nominated for the "Best Prototype" award
- Nominated for the "Best Quality of the 3Cs" award
- Nominated for the "Best Creativity and Theme Integration" award

### **Game Jams** | *Unity, C#, Unreal Engine, C++*

Sep. 2019 – Present

- Participated to 9 different game jams over the years
- Developed video games over a time period of 48 hours or one week
- Won 3 first place awards
- Won 4 second place awards