Curriculum Vitae

William Lebel

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Montreal, Canada

GPA: 4.29/4.3

Education

Baccalaureate in Software Engineering   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, Python, JavaScript, TypeScript, Lua, Java, Kotlin, Dart, PHP, Bash, Powershell, SQL

Tools
Unreal Engine 4, Unity, Perforce, Git, JIRA, Bitbucket, Visual Studio, Microsoft Office, Redis, Android Studio, Nginx, MySQL, Docker, Kubernetes, Wireshark

Libraries
OpenGL, ImGui, SFML, SDL, Qt, NodeJS, ReactJS, JQuery, Spring, Hibernate, Flask

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

Languages
French (natively) and English (spoken and written)
I have a great interest in learning the Japanese language and culture

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

Ubisoft Game Lab Competition   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

Game Jams   September 2019 – Now

I participated to 7 game jams over the year. Game jams are game dev competitions taking place usually over a weekend.

Awards: 2 first places
                     3 second places

Professional Experiences

Gameplay Programmer   January 2021 – May 2021
Ubisoft Quebec – Quebec City

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

UI Programmer   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.

Full Stack Web Developer   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.

Telecommunication Researcher   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.

Python Software Developer   May 2018 – August 2018
Icentia – Quebec City

Work Experiences

Deli Clerk   May 2016 – September 2018
Convivio IGA Extra Loretteville – Quebec City

References will be provided on request