

Curriculum Vitae

William Lebel

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Montreal, Canada

GPA: 4.26/4.3

Education

Baccalaureate in Software Engineering

December 2023

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

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 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

Gameplay Programmer

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.

Gameplay Programmer

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.

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

References will be provided on request