Zed Poirier

http://zedpoirier.com
Zed.Poirier@gmail.com
Kitchener, Ontario, Canada

SUMMARY

My skillset focuses on creating immersive experiences by leveraging iterative design principles, stylized 3D modelling, and efficient scripting techniques for quick prototyping.

- VR & Mobile Development
- Rapid Gameplay Prototyping
- Technical Art Focus
- Bilingual (English & French)

SKILLS

Languages & Engines:	Unity, Godot, C#, C++, HLSL, GLSL, OpenGL
3D Art Software:	Blender, Maya, 3DS MAX, Substance Painter
Multimedia:	Adobe Suite, OBS, Google Docs
Production:	Jira, Trello, GitHub, SVN, Google Drive

EXPERIENCE

Technical Artist - June 2020 to Present
   BattleGoat Studios - Ancaster, ON

- Engineered explosive visual effects using particle systems and shader functions
- Visual development of celestial bodies for a galactic expansion of an RTS franchise
- Researched workflow pipelines for integration of art assets into a custom game engine

3D Digital Artist - April 2019 to April 2020
   VARLab - Kitchener, ON

- Developed and integrated digital assets for virtual reality training simulations
- Researched techniques to improve efficiency of asset creation and game performance

Game Master - August 2018 to January 2019
   MirageVR - Kitchener, ON

- Documented system bugs and potential performance improvements to the dev team
- Troubleshot technical errors during setup and mid-game to ensure a smooth experience

EDUCATION

- **CS50x Certificate,** *2020,* Harvard University, Cambridge, MA
- **Game Design Diploma***, 2020,* Conestoga College, Kitchener, ON
- **Broadcast Television Diploma***, 2014***,** Conestoga College, Kitchener, ON

OTHER QUALIFICATIONS

- I have experience with a variety of skills in computers, model-making, and writing
- Game Master experience in role playing games such as D&D, Blades in the Dark, etc