Zed Poirier

121 Blucher Street, Kitchener, ON
Cell: (226) 755-1020
Zed.Poirier@gmail.com

SUMMARY

I am a highly detail-oriented problem solver who excels under pressure. My skillset focuses on creating engaging, immersive experiences by using iterative design principles, low-detail 3D modelling, and efficient scripting techniques for quick prototyping.

HIGHLIGHTS

- VR & Mobile Development
- Rapid Gameplay Prototyping
- Precision 3D Asset Creation
- Technical Art Focus
- Multimedia Creation Generalist
- Bilingual (English & French)

SKILLS

- **Languages:** C#, Python, HLSL, HTML, CSS, Javascript
- **Game Engines:** Unity 3D, Godot, Unreal Engine
- **3D Software:** Blender, Maya, 3DS MAX, Substance Painter
- **Version Control:** GitHub, SVN, Google Drive
- **Multimedia Tools:** Adobe Suite, OBS, Google Docs
- **Production Tools:** Jira, Trello, Slack, Discord

EXPERIENCE

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

- Customized and tailored demos to meet the needs of the end client
- Developed and integrated digital assets for virtual reality training simulations
- Researched techniques to improve efficiency of asset creation and demo performance

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

- Guided groups through a variety of innovative Virtual Reality games
- Maintained a calm control over large groups around our high-end technology
- Troubleshot technical errors during setup and mid-game to ensure a smooth experience

Customer Service Guru - Sept 2016 to April 2018
   Shopify Inc. - Kitchener, ON

- Solved clients' technical issues over phones, chats, and emails
- Researched potential solutions while maintaining rapport with clients
- Coordinated with multiple teams simultaneously to speed up resolutions

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EDUCATION

Game Design Diploma

- Sept 2018 to present
- Conestoga College, Kitchener, ON

Broadcast Television Diploma

- Sept 2013 to April 2014
- Conestoga College, Kitchener, ON

OTHER QUALIFICATIONS

- Gamemaster in roleplaying games such as D&D, Savage Worlds, and Blades in the Dark
- I have experience with a variety of skills in computers, model-making, and writing