

Core Competencies

- Good communicator
- Experience with narrative design
- Can work under pressure
- Fast learner
- Strong technical skills in related fields
- Experience in multiple game engines
- Intermediate scripting knowledge
- Very open to criticism

Software frequently used

- Unreal Engine 4 + Blueprint
- Unity 5 + C# basics
- Source Engine
- Perforce & Tortoise SVN
- JIRA + Confluence
- Microsoft Office
- 3ds Max
- Adobe Photoshop + Illustrator
- Adobe After Effects
- Twine

Work Experience

2019 – Current

Ubisoft Montreal

Game Designer

- Unannounced project.
- Design, document and balance 3C gameplay features.
- Follow up and validate others' tasks within the gameplay cell.

2016 – 2017

Immersive Design Studios

Technical Artist, Blueprint programmer

- Develop easy to understand tools for artists using Unreal Blueprint (visual scripting).
- Design interactivity features for VR & PC using networking/LAN functionalities.
- Share problems and solutions with engine programmers, architects and artists.
- Dispatch tasks to the team and follow their progress.
- Profiling, validating meshes, optimization, debugging in Unreal.

2013 – 2016

Valve

Freelance model contributions on Team Fortress 2

- Challenged to make something that stands out.
- Working with concept artists with long-distance communication.

2015 – 2016

Université du Québec à Chicoutimi

NAD Ambassador

- Visiting various high schools and Cégeps to promote NAD.
- Speaking clearly to small crowds and adapting my speech depending on who I'm talking to.

Participations & Contests

Ubisoft Game Lab Contest (2019)

- Best Technical Challenge and Innovation
- [Nomination] Best Prototype
- [Nomination] Best User Experience
- [Nomination] Best Art Direction and Production

Creative Jam #15 (2020)

- Best Art Direction

Montreal Global Game Jam (2019)

- Special mention for integration of the theme

Creative Jam #13 (2019)

TF2Maps.net Major Contest #14 (2018)

Ubisoft Creative Jam (2018)

Montreal Global Game Jam (2017)

Montreal Global Game Jam (2015)

Ubisoft Creative Jam (2015)

- Special mention for originality

Concours Québécois en Entrepreneuriat (2010)

- Regional Prize

Education

2018 – 2019

NAD / UQAC

- Specialized Graduate Diploma in Narrative game design (DESS)

2013 – 2016

NAD / UQAC

- Bachelor's degree in 3D animation and digital design (BACC)

2010 – 2013

Cégep Édouard-Montpetit

- College diploma in Multimedia Integration Techniques (DEC)

2005 – 2010

École d'Éducation Internationale de McMasterville

- High school diploma
- IB program diploma

Complimentary Knowledge & Interests

- Strong written and spoken French & English
- In depth knowledge of Unreal 4 Blueprint
- Video editing / Motion design
- Appreciation of architecture, 2D animation, sound design