
EXPERIENCED PROGRAMMER / TECHNICAL MANAGER
6 Years of Experience in the Video Game Industry with AAA Shipped Titles

Highly motivated, autonomous and proactive professional. Track record in achieving large-scale video game features by creatively solving problems while keeping the big picture in mind. In the past six years, has been trusted with increased responsibilities in a wide variety of roles, continuously maintaining high performance.

GAME CREDITS / ACCOMPLISHMENTS

- Assassin's Creed 2 (PS3/360/PC): Worked on the vegetation technology used in the game.
- Avatar: The Game (PS3/360/PC): Worked on the vegetation technology used in the game.
- Far Cry 2 (PS3/360/PC): 3 years, whole production.
- Derek Jeter Pro Baseball 2005 3D (3D mobile phone): Whole production.

Developed the Fire Propagation feature of Far Cry 2.

PROFESSIONAL EXPERIENCE

UBISOFT MONTREAL - MONTRÉAL
Senior Programmer at Ubisoft Shanghai

OCTOBER 2005 — JANUARY 2011

As a member of the core team, participated in delivering two distinct vertical slice demos for head office in Paris during a period of seven months. Acted as a technical adviser for game design and the producers as well as a communication bridge between the engineering, game design and art teams.

Responsibilities:

- Member of the core team on an unannounced AAA Action-RPG game.
- Participate in establishing the best pipeline for Art, Level Design, Animation, AI, Engine, GPP, QA, Sound.
- Keep the producer and managers informed about the project risks and participate in the task planning.
- Mentor junior programmers and define best practices for the project.
- Program major gameplay features when required.

Programmer at Shanghai studio (six-month mandate) (03/2009 - 10/2009)

Was invited by Ubisoft Shanghai studio on a six-month mandate to act as an expert on our proprietary vegetation system: Realtree. Created a technically challenging breakthrough feature that would become a core component of an upcoming AAA Action-RPG game.

- Additionally, served as a technical adviser for the Dunia engine (Far Cry 2's engine) and as a communication bridge between Montreal and Shanghai.

Technical Project Manager (09/2008 - 02/2009)

Member of the development directors group and responsible for leading the effort on a five-month project to create a source code search engine for programmers.

- The project was completed on time and under budget by creatively reusing and combining existing tools, keeping development cost and time to a minimum.

- The search engine generated excitement beyond Ubisoft Montreal studio and has been extended to other studios

Gameplay Programmer on Far Cry 2 (11/2006 – 09/2008)

Was responsible for and the main architect of one of the most ambitious and complete fire propagation systems in a video game, from conception to delivery. Programmed all the major gameplay aspects of the feature, for single and multiplayer.

- Worked with more than ten different teams and managed the change impacts.
- Optimized the GPU and CPU for the fire on XBOX 360 and PC.
- Additionally, programmed the audio and particle effects for the characters and most of the weapons.

Award: Was awarded position #22 in the
Top 25 Game Industry Heroes of 2008.
-Edge-Online.com

Tools Programmer on Far Cry 2 (10/2005 – 11/2006)

- Developed a tree modeling tool as well as a road and river terrain editing tool.
- Ongoing interaction with artists and level designers to understand their needs and to develop a solution that would satisfy everyone.

Gameloft – Montréal January 2005 — October 2005
3D Programmer – Original creation group

- Main programmer on Derek Jeter Baseball 2005 3D on cellphones.
- Had to learn and master cellphone technology in less than a month.
- Responsible for technical and architectural decisions.
- Major involvement in coordinating the work of three other programmers as well as two artists. Helped with the task time estimates and priority management.

Award: Best sport game of the year 2005
-IGN.com

TELUS Québec – Rimouski August 2003 — August 2004
Project Manager

- Planned an equipment replacement project for all Quebec territory.
- The project cost was evaluated at 2.5 million \$Can.
- Had to give presentations to TELUS Quebec upper management on numerous occasions.

EDUCATION

McGill University, Montreal
Certification: Comprehensive Project Management 2006 — 2007

École de technologie supérieure (ETS), Montreal
Masters in Engineering, Computer Graphics 2004
Hired by Gameloft before completion.

Université du Québec à Chicoutimi, Chicoutimi
Bachelor in Computer Engineering 1998 — 2002

CEGEP Limoilou, Québec
Technical degree (DEC) in Electrical Engineering 1995 — 1998