Maxime
Dubois

Professional
Game Programmer

Portfolio

bit.ly/maxdubportfolio

Contact

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Skills

- Bilingual (EN/FR)
- C++
- C#
- Unity 3D
- Unreal Engine 4
- Microsoft Visual Studio/Code
- Git (CMD Line, TortoiseGit, GitHub)
- Coding Documentation
- Interpersonal Skills
- Communication
- Problem-Solving
- Time Management

References

Available Upon Request

About Me

- 3+ years of C#/C++ programming proficiency with Unity 3D and Unreal Engine 4
- Communicates and organizes ideas and solutions effectively and efficiently with capstone team
- Fast and quick logical thinker when confronted with any programming problem
- Has a strong work ethic and dynamic interpersonal skills from my study program
- Eager to learn and passionate about anything related to video games

Relevant Education

Game Development (Advanced Diploma)
Algonquin College
Ottawa, ON

- Graduating April 2022
- Average 3.5 GPA (Dean Honours' List - Winter 2021/Fall 2021)
- Courses in Programming Fundamentals (C++/C#) and Game Programming (Unreal Engine/Unity)

Professional Experience

Digital Donut Games (Algonquin College Capstone Project)
Ottawa, ON
2021 - 2022

Gameplay Programmer/Level Designer/Concept Artist

- Applied **excellent communication and punctuality** during project work time and meetings
- Showcased **advanced coding skills and logic** in order to obtain a better final product
- Produced **outstanding and coherent documentation** such as game module designs and technical documents
- Acquired **strong organizational skills** by prioritizing coding responsibilities and meeting deadlines
- Game Website: digitaldonutgames.wordpress.com