

# NICOLAS POULIN

## Developer

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## Knowledge

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### Software

Unity, Visual Studio, Visual Studio Code, Eclipse, Android Studio, UWamp, MySQL Workbench, GitLab

### Programming language

C#, C++, Java, HTML5, CSS3, PHP, MySQL, Lua, Python

### Programming

Design of algorithms, Development of game mechanics

Language : English - functional

## Education

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**Video game programming, AEC**

Collège Bart, Québec

2018-2019

**Computer science, DEC**

Cégep Limoilou, Québec

2016-2018

**Tremplin DEC**

Cégep Limoilou, Québec

2015-2016

**High school diploma**

Collège des Compagnons, Québec

2015

# Game Jam

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## Tiger J

20 to 22 May 2019

Developer

- Make a game from a theme with a given time (one week)
- Implementation d'AI for the enemies and a damage system

# Work experience

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## Maxi & Cie

2014-2016

- Bring back the grocery cart
- Deal with goods returns and losses
- Empty the bobbin machines
- Help customers
- Do the opening and closing of the shop

# Voluntary activity

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## Operation Red Nose

2017

Technical support (Software and hardware)

# Activities and Interests

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- Draw
- Build, modify and fix computers
- Read adventure books
- Walking and biking
- Video games