

David Vallieres

Game Developer

Game Project Portfolio: <https://www.davidisadev.com/projects>

EXPERIENCE

Pinnguaq — Project Manager / Software Engineer

AUG 2022 - CURRENT

- Support educational game / interactive projects (Unity)
- Manage the web and mobile division
- Manage and contribute to several mobile and web apps, including live apps
- Support on high level architectural engineering decisions
- Liaise with clients and manage relationships
- Follow agile software development practises

Cambrian College — Professor

SEPT 2021 - APR 2022

Taught the following courses:

- Stories Quest and Missions (Design and Writing)
- Game Asset Creation (Art and Design primarily in Blender)
- Game Integration (Design and Dev primarily in Unity3D)
- App development for Android

56k Games / Many Hats — Software Engineer / Game Developer

JUNE 2018 - DEC 2021

Nanili: Lead game designer, Lead programmer

Educational game that has logic puzzles set up to help learn coding basics.
Developed a companion level editor for the project.

- Developed game system and level editor
- Implemented all animations and UI system

Unibroue: AR experience. Lead programmer / Designer / Animator

Set up 2 AR experiences to scan a beer and have scenes come alive.

- Utilized Unity XR framework to create 2 unique AR experiences.
- Set up assets/animations, some light animation work
- Light shader coding to draw a 3D boat through the "beer" portal

Zeke's Peak: Lead Level designer, Programmer, Game designer

Game based on Taito's Zeke's Peak IP released on Steam.

- Designed many of the levels
- Developer on some gameplay and game systems

ISparx: Programmer

Reskin/design, bug fixes and localization of an educational game.

- Bug fixes, had to work on legacy Unity code/UI systems.
- Localize the whole project for Inuktitut.
- Integration of new 3D assets / audio

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EDUCATION

Laurentian University

Bachelor of Computer Science:
Honors & Specialization in Game Design

Georgian College

Advanced Diploma in Electrical Engineering and Automated Systems

SKILLS

Recent:

Unity3D, C#, Java, Xamarin Forms, Blender, Photoshop, GIT, JIRA

Past:

HTML/CSS, Javascript, Angular, React / React native, SQL.

AWARDS

1st place at NGDC (Formerly SGDC)
2017- Game Design Competition

2nd place at NGDC (Formerly SGDC)
2018 - Game Design Competition

Ice Fishing Typing Game: *Programmer / Designer*

Web based game to help people learn to type.

- Developed the core gameplay and integrated the animations

Phishing Game: *Programmer / Designer*

Government of Nunavut project to teach about Phishing

- Developed the core gameplay

Story Time: *Programmer*

Mobile app for story books.

- Bug fixes
- Integrated new books/voice overs

Econus App (Crowdsourcing / Round up / Charity app): *Programmer*

- Xamarin Forms
- Front end UI implementation + front end logic
- Minor work on Backend systems

Heard That (AI Hearing aid app): *Programmer*

- Android studio
- Front end UI implementation + front end logic

Time Hero — Developer

APRIL 2017 - JUNE 2018

- Time hero is a Web app (with companion phone apps) AI scheduling system to manage teams.
- JIRA light with a much nicer/easier UX/UI
- Utilized PHP, Javascript, Angular, HTML/CSS

Laurentian University Faculty Association — Web Developer

- Used Google CE to install/maintain Linux-based Wordpress web-server.
- Developed/designed LUFA website and migrated legacy content from old website utilizing Wordpress, CSS, PHP and HTML.

Desmarais Library — Systems / Developer (Student)

- Designed and developed Laurentian's VR recruiting app for use at the OUF
 - Java/XML Android Development and Google APIs. Automated tests using Espresso.
- System upgrades of Dspace which required the configuration/installation and use of Linux environment (Debian), Tomcat, Ant and Maven.

Various Hobby Projects

- **Alien Boom Boom** - <https://twitter.com/IndieGameDAV>
- **University / old projects** - https://www.youtube.com/watch?v=2QhJ_PS_ByQ
- **Comedy Sketch video** - https://www.youtube.com/watch?v=AhR5U_p4BWA

Produced, edited, wrote, filmed.