

# Zed Poirier

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Kitchener, Ontario, Canada

## **SUMMARY**

My skillset focuses on solving visual problems using iterative design, precise 3D modelling, and creative graphics coding to achieve results quickly and efficiently.

- Technical Art Focus
- Rapid Gameplay Prototyping
- VR & Mobile Development
- Bilingual (English & French)

## **SKILLS**

**Languages & Engines:** Unity, Godot, C#, HLSL, GLSL, C++, Python

**3D Art Software:** Blender, Maya, 3DS MAX, Substance Painter

**Multimedia:** Adobe Suite, OBS, Google Docs

**Production:** Jira, Trello, GitHub, SVN, Google Drive

## **EXPERIENCE**

**Technical Artist** - July 2021 to Present

**Boss Music Games** - Remote Contract

- Modified and designed custom shaders to enhance control over varied visual effects
- Identified budget conscious & realistic solutions to key problems of visual clarity
- Developed visual effects to juice up the impact of core gameplay mechanics

**Technical Artist** - May 2021 to Present

**Shine Spark Entertainment** - Remote Contract

- Developed a custom toon lighting system using various Unity render pipeline features
- Integrated art assets and lighting settings to build visually appealing environments
- Coordinated with art and engineering team members to facilitate development

**Shader Wizard** - March 2021 to Present

**Seasonspree** - Remote Contract

- Designed and wrote custom shaders in Unity to achieve stylized lighting and visuals
- Integrated advanced tools for artists to use in engine to modify existing assets
- Customized particles and VFX added to subtly bring life to the game world

**Technical Artist** - June 2020 to April 2021

**BattleGoat Studios** - Ancaster, ON

- Engineered explosive visual effects using particle systems and shader functions
- Visual development of celestial bodies for a galactic expansion of an RTS franchise
- Researched workflow pipelines for integration of art assets into a custom game engine

**3D Digital Artist** - April 2019 to April 2020

**VARLab** - Kitchener, ON

- Customized demos to meet the needs of international industry end clients
- Developed and integrated digital assets for virtual reality training simulations
- Researched techniques to improve efficiency of asset creation and game performance

## **EDUCATION**

- **CS50x Certificate, 2020**, Harvard University, Cambridge, MA
- **Game Design Diploma, 2020**, Conestoga College, Kitchener, ON
- **Broadcast Television Diploma, 2014**, Conestoga College, Kitchener, ON

## **OTHER QUALIFICATIONS**

- I have experience with a variety of skills in computers, model-making, and writing
- Game Master experience in role playing games such as D&D, Blades in the Dark, etc