

# Zed Poirier

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## **SUMMARY**

My skillset focuses on creating engaging, immersive experiences by using iterative design principles, low-detail 3D modelling, and efficient scripting techniques for quick prototyping.

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

## **SKILLS**

**Languages & Engines:** C#, Unity, Python, Godot, HLSL, HTML, CSS

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

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

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

## **EXPERIENCE**

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

**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 demo performance

**Game Master** - August 2018 to January 2019

**MirageVR** - Kitchener, ON

- Documented system bugs and potential performance improvements to the dev team
- Troubleshoot technical errors during setup and mid-game to ensure a smooth experience

**Customer Service Guru** - Sept 2016 to April 2018

**Shopify Inc.** - Kitchener, ON

- Solved clients' technical issues over phones, chats, and emails
- Coordinated with multiple teams simultaneously to speed up resolutions

## **EDUCATION**

**Game Design Diploma**

- Sept 2018 to present
- Conestoga College, Kitchener, ON

**Broadcast Television Diploma**

- Sept 2013 to April 2014
- Conestoga College, Kitchener, ON

## **OTHER QUALITIES**

- Gamemaster in roleplaying games such as D&D, Savage Worlds, and Blades in the Dark