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

Professor (Contract) - September 2022 to Present
   Conestoga College - Kitchener, On

- Instructed students in person on a variety of game development topics
- Planned out content, lectures, and assignments for multiple 15 week courses

Technical Artist - May 2021 to July 2023
   Shine Spark Entertainment - Remote Contract

- Integrated art assets and lighting settings to build visually appealing environments
- Coordinated with art and engineering team members to facilitate development

Technical Artist - July 2021 to January 2023
   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

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