

# Zed Poirier

<http://zedpoirier.com>  
[Zed.Poirier@gmail.com](mailto:Zed.Poirier@gmail.com)  
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 Focused
- Shader Wizardry
- Rapid Gameplay Prototyping
- VR & Mobile Development
- Real Time Visual Effects
- 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 - June 2024 to January 2026**

**Cloudhead Games** - Remote Contract

- Authored bespoke shaders & particles to enhance gameplay and elevate player immersion
- Implemented a variety of assets using functional code to engage with core game systems
- Researched and built custom tools for streamlining workflow and improving performance

### **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

### **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

## **EDUCATION**

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

## **OTHER QUALIFICATIONS**

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