

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 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