## PHILIPPE BOUCHARD



(438) 520 - 6372



Montreal, QC



philippe.bouchard.79@hotmail.ca

### **KEY SKILLS**

- Programming
- Game Design
- Project Delivery
- Quality Assurance
- Software Testing
- Computer Graphic Art
- User Interface Design

### TECHNICAL SKILLS

### **Programming Languages:**

Java, C/C++/C#, Python,
JavaScript, Lua, SQL, HTML/CSS

#### **Software:**

Unity, Maya, Shotgrid, Git, Unreal, Defold, Corona, Inkscape, DaVinci Resolve

# ADDITIONAL INFORMATION

### Languages:

- English (Native)
- French (Intermediate)

## **WORK HISTORY**

Mikros Animation: Montreal, QC Aug 2022 – Aug 2023

Animation Technical Director: Thelma the Unicorn

• Worked closely with TD's, leads, and animation team to provide technical support and assistance in troubleshooting animation related issues.

- Troubleshooted, fixed software bugs, developed feature requests in Maya and in-house tools using Python.
- Tested, validated new versions of tools, and provided code reviews for other technical directors.

### **PORTFOLIO**

Wordyssey: iOS & Android Word Game

August 24, 2023

Solo development project: Published under Sergeant Panda

 This mobile application was developed using Unity (C#) and Inkscape (graphics).

Website: sergeantpanda.com

iOS: apps.apple.com/us/app/wordyssey/id1643179744

Android: play.google.com/store/apps/details?id=com.sergeantpanda.wordyssey

Squarezzle: iOS & Android Puzzle Game

May 28, 2022

Solo development project: Published under North Fort Studios

 This mobile application was developed using Unity (C#) and Inkscape (graphics).

Website: northfortstudios.com

iOS: apps.apple.com/ca/app/squarezzle/id1613091249

Android: play.google.com/store/apps/details?id=com.NorthFortStudios.Squarezzle

## **EDUCATION**

Seneca College: North York, ON

Jan 2020 – Aug 2021

Diploma: Computer Programming

Bishop's University: Sherbrooke, QC

Sep 2014 - Dec 2018

Bachelor of Arts: Business Major, Sports Studies Minor