

>thomasgc_

Contact

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 thomasgauthier.me

 github.com/thomasgauthier

Education

2014-18 **Computer Science/
Computation Arts**
Bachelor's degree at Concordia
University

2012-14 **Sciences, lettres et arts**
DEC at Collège de Maisonneuve

Knowledge

Programming languages : C#, Javascript,
C++, Python, Java, Swift

Platforms : Android, iOS, Linux,
Windows

Multimedia : Processing, TouchDesigner,
openFrameworks

Game Dev : Unity, Unreal Engine,
HTML5/WebGL, SDL

Web : HTML5/CSS3, AngularJS,
Node.js, Wordpress

Electronics : Arduino, Raspberry Pi,
ARM

Other experience

2018 **Video game exhibition
at la Station F-MR**
Exhibited artist

2016 **Ubisoft Game Lab
competition** C# (Unity)
Programmer

2015, 17, 18 **Global Game Jam**

Thomas Gauthier-Caron

Programming / Game Dev / Electronics

Work experience

2019- **Triple Boris**
Generalist Programmer C#
Programming in Unity for an upcoming action RPG.
Development for PC and Nintendo Switch. My work
on the game so far has been on input and gameplay.

2018- **ctrl.me**
Programmer/Designer Javascript
Programming and design of a Playstation Move game
where players remotely control their blindfolded
teammates. It was presented at Indiecade 2018 and
Arcade 11 2019. The game is being commercialized
for team building events with SPIN Jeux & Activations

2017-2018 **VR Research work**
Programmer/Designer C# (Unity)
Programming and environment design for a VR
training software in the context of academic
research at Concordia University's CDMC lab

2016-2017 **The Amalgamated**
Programmer/Co-designer Javascript
Programming and help on the design of an educational
browser-based game for Ph.D candidate at Concordia
University William Robinson

2015- **PARCADE**
Conceptor/Programmer C++
Programming and conception of an alternative controller
game of Pong played with seesaws. The installation has
been showed at Nuit blanche sur Tableau Noir 2014,
Montreal Nuit Blanche 2015, Concordia's ARCADE 11 2015
and MEGA 2018

2015-2017 **SOS.CAMERA**
Lead programmer Javascript (Node.js)
Development of a mobile app for iOS and Android in
conjunction with a web site for video communication
tech support

2013-2014 **Octochrome**
Interactive system conceptor C++ (Arduino)
Programming and conception of interactive systems
for the Christmas installation at Montreal's Biodome

2011-2013 **MFX Productions**
Microcontroller programmer C++ (Arduino)
Programming for cinema props using Arduino