

Nolan Pilon

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<https://nolanpilon.github.io/>

Technical Skills

Programming Languages: C++, C#, Java, GDScript

Technologies: Unity3D, OpenXR, Godot, SDL 2.0, Windows OS

Developer Tools: Visual Studio, Visual Studio Code, Git/GitHub, Jenkins

Collaboration Tools: Jira, Confluence, MS Teams, Google Drive, Google Docs

Soft Skills

- Reliable, hardworking, responsible, considerate, and friendly
- Take pride in providing excellent customer service
- Able to establish job priorities and proceed in accordance with company guidelines
- Self-motivator – can work with very little supervision
- Proven organizational and time management skills
- Efficient problem solver with ability to multitask
- Fluently bilingual (French & English) – Excellent communication skills written and spoken

Projects & Experience

Parry's Quest

- 2D platformer built in the Unity Engine with C#
- Designed assets, game mechanics, levels, and boss battles
- Worked as a group using an Agile workflow
- Utilized Jira, Confluence, and MS Teams for project management
- Used Git for version control and Jenkins for build automation
- Presented the project at the 2023 Level Up game showcase in Toronto

Bacter.io

- Created for a Game Jam held at St. Lawrence College in under two days
- Designed a GDD for guidance and improved workflow
- Used Git for version control and collaboration
- Utilized the Unity particle system to create impactful effects
- Used design patterns such as Singletons, Observer, and State to decouple code and improve readability

OpenXR Demo Project

- Creature collector game created to learn more about VR development using OpenXR
- Implemented dynamic UI elements accessible through your wrist
- Created simple AI pathfinding
- Ability to spawn and throw balls from your UI
- Captured creatures are added to your collection
- Used Git for version control

Education & Relevant Courses

Diploma Game Programming, St. Lawrence College

2021 – May 2023

GPA: 3.96/4.0

- Network Programming
- Graphics Programming
- Web Design and Database Fundamentals
- Artificial Intelligence
- Programming Fundamentals
- Game Engines and Advanced Scripting
- Object Oriented Programming
- Data Structures and Algorithms
- Technical Mathematics

OSSD, École Secondaire Catholique La Citadelle

2016 – June 2020

Work Experience

Web Developer Drone Services of America

June 2023 – October 2023

- Proofread website content
- Update website content
- Improve search engine optimization and security
- Fix bugs and optimize website performance
- Configure plugins
- Discuss improvements and modifications with employer before publishing