

Alex Boulanger

aboulanger@cloakedtiger.com

Portfolio: <https://ab-portfolio.tech>
GitHub: <https://github.com/Alex-B09>

Languages: French, English

Summary

Started working in the game industry in 2014. In 2018, I started an indie studio and developed our own game for about 2 years. I handled programming, funding, asset integration, project management, and team management (5 employees and interns).

Currently, I'm working at SnowedIn Studio on an unannounced AAA tile

Core Competencies

Unreal Engine 4-5, Visual Studio 2022, C++, C#, Visual Assist, Docker, Project Management, Game Design, Prototyping, Remote working, Git, Azure DevOps, Continuous Integration (CI), Perforce, UGS

Experience

March 2022

Present

Game Developer

SnowedIn Studio - Keywords- Ottawa, Ontario, Canada

- Worked with clients on different games.
- Developed tools for designers.
- Added gameplay features.

January 2020

December 2021

Lead Developer

CloakedTiger Game Studio - Sherbrooke, Québec, Canada

Application: **MaikAFC (Maik - Apprentissage Formation Continue)**

- Developed, with an external client, a MOOC platform.
- Used C# (back-end), Blazor (front-end), REST, MySQL and Docker.
- Setup multiple staging and production servers.

March 2018

December 2019

Lead Game Developer

CloakedTiger Game Studio - Sherbrooke, Québec, Canada

Game: **War Profiteers**

- Developed with Unreal Engine 4 and C++.
- Implemented Azure DevOps pipeline and basic functional testing.
- Supervised multiple interns (both in programming and arts).

October 2014

March 2017

AI/Gameplay Game Developer

GolemLabs Studio - Sherbrooke, Québec, Canada

Game: **The Guild 3**

Publisher: **THQ Nordic**

- Worked with an in-house engine using C++.
- Implemented AI player decision-making with basic adaptability.
- Developed multiple gameplay features.

Other Experiences

Fall 2015
Summer 2022

Lecturer

Université de Sherbrooke – Sherbrooke, Québec, Canada
Courses:

- IFT159 – Analysis and Programming
- IGL601 – Development – Tools and Techniques
- IMN118 – Introduction to Game Development

2 Internships
Fall 2011
Summer 2012

Software Developer – Intern

- C#, C++
- Networking, Driver's development

2 Internships
Summer 2010
Winter 2011

Software Developer – Intern

- PHP, MySQL
- Web development

June 2008
August 2009

Software Developer

- C#
- Desktop application development

Education

January 2010
December 2012

Computer Sciences – Bachelor

Université de Sherbrooke – Sherbrooke, Québec, Canada

September 2005
May 2008

Computer Sciences – Technical Degree

CEGEP Lionel-Groulx – Ste-Thérèse, Québec, Canada

Game Titles

The Guild 3 – THQ Nordic

Golem Labs Studio

Release Date:	June 14, 2022
Role:	In-House Engine AI/Gameplay Developer

Into The Radius – CM Games

SnowedIn Studios

Release Date:	September 8, 2022
Role:	Unreal Engine Developer, Optimization and nativization

Unannounced AAA Project

SnowedIn Studios

Release Date:	N/A
Role:	Unreal Engine Developer Cinematic Engineer
