

# Anthony Duquette

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## Qualification Summary

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An Algonquin College graduate with a year and a half of game development and three years of game programming experience. Has enough experience with 3D art, 2D art and game design to understand the core concepts and the links between them and programming.

### Programming and Scripting:

- C++, C# (Unity 5.x)
- Unreal Engine 4 Blueprint
- HTML, CSS and JavaScript
- XML, JSON and CSV
- Google Script

### Level Editors:

- Unreal Engine 4
- Unity 5.x
- 3DS Max

### Softwares:

- Microsoft Office and Google Drive
- Adobe Photoshop
- Sony Vegas
- 3DS Max
- SVN and Git
- JIRA, Trello and Hansoft
- Visual Studio

### Other:

- Experience with Agile Development
- Experience working in teams with up to seven members, with artists and programmers.

## Project Experience

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**TMNT Legends**, May 2017 - Present

**Roles:** Gameplay Programmer

**Engine:** In-House Engine (C++)

**Description:** A 3D mobile turn-based RPG with gacha mechanics. I implemented some 3<sup>rd</sup> party APIs into the game, such as Helpshift, and I refactored the main menu system to support future design decisions.

**Proxy Physics**, September 2016 - April 2017

**Roles:** Gameplay Programmer, Writer, Backup Engineer

**Engine:** Unity 5.x (C#)

**Description:** A 3D online team-based tactical first person shooter. It was a 7 person college project during the 3<sup>rd</sup> year of my program. I designed and implemented the weapon system, programmed a custom bug report system for our team and worked on most of the non-networking systems.

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## Education

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September 2014 - April 2017:

**Video Game Development Advanced Diploma**  
Algonquin College

### Courses:

- *Game Programming* : General C++, C# and Unity programming.
- *Network Programming* : Development of networked games.
- *Rapid Prototyping* : Design and implementation of game features.
- *Capstone Development* : Team management and problem solving.
- *Game Assets* : Creation of 3D assets, including modeling, uv and animation
- *High Level Development* : Creation, optimization and improvement of game code and game engines.

## Employment Experience

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May 2017 - Now:

**Gameplay Programmer - Teenage Mutant Ninja Turtles Legends**  
Ludia Inc, Montreal

### Roles:

- Fixed general bugs,
- Refactored the main menu UI system to support new design decisions,
- Implemented certain 3rd party APIs into the game such as Helpshift.

May 2016 - September 2016:

**Framework Programmer**  
Ludia Inc, Montreal

### Roles:

- Fixed general bugs,
- Updated and upgraded their fog system in their v3 engine,
- Refactored their text system and implemented rich text support, including access to external files for localization and on-click actions.

## Miscellaneous

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**Hobbies:** Short story and short form analysis writing, computer building, video games

**Favorite Games:** Smite, Ori and the Blind Forest, Hearthstone, Dark Souls 3