

Marc Renaud
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Marc is a senior software developer with experience in native iOS, mobile, and game development.

QUALIFICATIONS

Programming:

- Swift, Objective-c, Java
- C++, C#, C
- Object Oriented Programming
- cocosd-x
- React-Native
- Multithreading
- HTML, CSS, JavaScript
- XML, JSON
- Asp.net

API's:

- Cocos2d-x
- Unreal Engine
- iOS

IDE's and Development Programs:

- XCode
- Visual Studio
- 3D Studio Max
- Photoshop
- Android Studio
- Adobe Audition

Other:

- Game math and physics
- Jira
- Team Management
- Continuous integration
- Level Design
- Project Management
- Scrum Master
- Agile, Scrum methodology
- Git, SVN, Jenkins

EDUCATION

Algonquin College (2007-2010)

Advanced diploma in game development

CLD (2006)

Diploma in business planning.

Grant Macewan College (2002)

Studied music

EXPERIENCE

Lead Game Developer / Founder

Kotawan Game Studio (2018 - present)

- Develop Video Games using:
 - C++
 - Unreal Engine
- Program cross platform mobile video games using:
 - Swift, Objective-C, C++, Java
 - Cocos2d-x
 - Object Oriented Programming
 - Optimized cross platform programming for mobile
 - iOS Game Developer
 - Android Game Developer

Senior iOS Developer

Lightspeed (2021 - 2024)

- **Lightspeed POS**
 - Develop Lightspeed's flagship app K-Series using: Swift, Objective-C, UIKit, SwiftUI.
 - Developed the next generation of POS experiences for iOS.

Senior iOS Developer

SSENSE (2017 - 2021)

- **SSENSE app**
 - Develop SSENSE e-commerce application using:
 - C++, Swift, Objective-C, UIKit, Typescript
 - Created the app from the ground up.
 - At the beginning we were 3 devs, 1 manager and 1 product Manager. 1 artist.
 - Team has recently grown to about 12 devs.
 - App has about 55,000 daily active users.
 - About 1.5 million total Downloads
 - Featured on Apple App Store multiple times.
 - The app generates over 1M\$ + revenue a year.
- **Bruno App**
 - Program in-house merchant mobile application using:
 - C++, React-Native, Javascript, Typescript
 - Objective-C, Objective-C++, C++, Java, Swift
 - App used by SSENSE stylists at our store in Montreal.
 - Application incorporates Square payments.
 - Stylists can schedule RV's through the app.
 - Stylists can checkout and take card payments with the app. Using Square.
 - Stylists can order clothes through the app.
 - Stylists can operate a Module elevator with the app to bring clothing to certain floors of the store.
 - Made the application from the ground up.
 - Team of 4-5 devs, 1 artist, 1 Manager and 1 product manager.

- A startup style company owned by Mindgeek.
- Our apps had 10+ million downloads and about 2 million daily users.
- Some of our apps were featured multiple times on both google play and apple app store.
- **Rocket VPN**
 - Programmed this application from the ground up with 1 other dev using:
 - XCode, Swift, Objective-C, Interface Builder.
 - The app allows a user to connect to VPN networks.
 - The app incorporates: In-app subscriptions, ads and interstitials.
- **Sheep Runner**
 - Programmed this game from the ground up with 1 other dev using:
 - XCode, Android Studio, C++, Objective-C++, Objective-C, Java
 - Cocos2d-x
 - Cross-platform for both iOS and Android.
 - Tile based platformer.
 - I organized a development team of 2 devs, 3 artists, 1 game designer and 1 product manager.
 - Install standards and team protocols.
 - Agile Development
 - App integrated in-app purchases, banner ads and interstitial ads.
- **Music App**
 - Created this app from the ground up using:
 - XCode, Objective-C, UIKit, Core Data, Interface Builder
 - Users can:
 - Sync their local itunes songs,
 - Log in and stream from their Spotify account,
 - Sync with music from their dropbox account.
 - The app allows the user to download music from any website from a built in web browser.
 - Users can create and manage playlists.
 - Cool animations and interactive interface.
 - Local Notifications.
 - We were about 3 devs, 1 product manager, 2 artists.
- **Cleaner App**
 - Programmed this application from the ground up using:
 - XCode, Objective-C, Interface Builder.
- **Casino Game**
 - Ported our already made casino game from native ios to cross platform C++ for both android and ios using, C++, Objective-C++, Objective-C, Java, Cocos2d-x.
 - Game has ads, interstitials, in-app purchases, and notifications.

- **Sift Heads**
 - Programmed this mobile game from the ground up using:
 - XCode, Android Studio, C++, Objective-C++, Objective-C, Java, Cocos2d-x
 - Cross-platform for both iOS and Android.
 - App integrated in-app purchases, banner ads and interstitial ads.
 - This game is a mobile version of the popular web Sift Heads series.
- **Day One**
 - This game was greenlit through steam and successfully crowdfunded.
 - AAA video game made with: Unreal Engine, C++, Unreal Script
 - I wasn't the original developer on this game. I was tasked to redo the AI and fix issues in the core game loop.

- Program interactive websites using for the biggest car dealership in the world using:
 - Asp.net, C#, HTML, CSS, Javascript
- Manage a production team of 10 employees
- Implement Scrum and agile development
- Plan production and set milestone and sprints
- Make sure deadlines are met
- Install work structures and protocols
- Made the websites for Albi Le Geant. e.i. albimazda.com, albikia.com e.t.c...
- Users could browse new and used vehicle inventories and book appointments with sales people.

CONFERENCES

- **Apple Developers Conference (WWDC)**, San Francisco, US, (2014)
- **Montreal International Game Summit (MIGS)**, Montreal, CA, (2012)
- **Montreal International Game Summit (MIGS)**, Montreal, CA, (2010)

AWARDS AND ACCOMPLISHMENTS

- Class representative, Algonquin College (2008 - 2010)
- First place, Best singer/songwriter, Gala Fransaskois (2001)
- Band won first place at fête Fransaskois (2000)

INTERESTS

- Hiking
- Camping
- Canoeing
- Wilderness Survival
- Guitar
- Deep woods camping
- Game Development
- Movies
- Indie Games