

**Marc Renaud**  
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**Website: <http://www.marcrenaud.com>**

Marc is a disciplined programmer with good work ethics and an advanced diploma in video game development. He has good knowledge and experience in cross platform development and experience in implementing Agile and Scrum development techniques.

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## Qualifications

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### Programming:

- C++, C#, C
- Swift, Objective-C, Java
- Object Oriented Programming
- Multithreading
- Cocos2D-x
- HTML, CSS, JavaScript
- XML, JSON
- SQL
- Asp.net
- ActionScript
- OpenGL
- DirectX

### API's:

- Cocos Studio
- Unreal Engine
- Unity
- XNA Game Studio
- Windows Forms

### Development programs:

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

### Other:

- Game math and physics
- Scrum, Agile Development
- GIT, SVN, Jenkins
- Jira
- Experience and training in level design and game design concepts.

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## Education

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### **Algonquin College (2007-2010)**

Advanced diploma in game development

### **CLD (2006)**

Diploma on business planning.

### **Grant Macewan College (2002)**

Studied music

### **Game Programmer / iOS Developer Super Hippo Games / Liquidum (2012 - Present)**

- iOS/Android cross platform development
- Program mobile video games using:
  - + C++, Swift, Objective-C, Java
  - + Object Oriented Programming
  - + Cocos2d-x
- Develop Mainstream iOS Applications using:
  - XCode
  - Swift, Objective-C, C++

### **Game Programmer Foobits (2011 - 2012)**

- Program mobile and PC games using:
  - + Unreal engine
  - + C++
  - + Object Oriented Programming
  - + Cocos2d-x
  - + OpenGL
- iOS / Android / PC cross platform development
- Optimisation

### **Production manager/ Interactive Web applications programmer Inno-Labs Tech (2010 - 2011)**

- Program interactive websites using:
  - + Asp.net
  - + C#
  - + Html and CSS
  - + Flash/JavaScript/JQuery
  - + Object oriented programming
- Manage a production team of 10 employees
- Implemented Scrum and agile development
- Hold scrum meetings every morning
- Plan production and set milestones and sprints
- Make sure deadlines are met
- Install work structures and protocols

### **Game Programmer / Developer and Student Algonquin College, Ottawa ON (2007-2010)**

- Develop games with teams of up to 8 people
- Program games using C++, C#, Java, Flash
- OpenGL, DirectX
- Object oriented programming
- Multithreading
- Level design
- Create, skin, and animate models using 3D Studio Max

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## Conferences

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

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## Awards and accomplishments

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- Twice elected class representative, Algonquin College (2008 - 2010)
- First place, Best singer/song writer, Gala Fransaskois (2001)
- Band won first place at fête Fransaskois (2000)