Benjamin Roy
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Professional history

Station InfiniWeb Inc.   **Blainville, Québec**
Programmer   *Été 2018 – Été 2020*

- Computer Science Internship (Node.js, html, Javascript, css, sql).

Université de Montréal   **Montréal, Québec**
Teaching assistant   **Winter and Autumn 2025 Session**

- Assisting students and correcting their practical work
  - Course given:
    - Traitement et Montage vidéo
    - Initiation au graphisme par ordinateur

DEGREES AND TRAINING

Collège Lionel-Groulx – Sciences informatiques et mathématiques – Mai 2020

- 2 years program.

- Applied and integrated training in computer science, mathematics and science.

- Technologies learned:

  - C#
  - Visual studio 2017
  - Unity 2019 et 2020
  - Maple 18

Université de Montréal – Mineur en informatique – Mai 2023

- 1 year program.

- A program that relies on the theoretical foundations of programming and mathematics applied to computer science and optimization.

- Technologies learned:

  - Java
  - Android studio
  - Eclipse IDE

Université de Montréal – Majeure en jeu vidéo – Décembre 2025

- 2 years program.

- A program that is based on the theoretical foundations of video game creation and research.

- Technologies learned:

  o Language: C#

  o IDE: Visual studio 2022

  o Game engine: Unity 2022

  o Outil de modélisation 3D : Blender

  o Audio: Reaper, Audacity

  o Image: Illustrator, Photoshop, Aseprite, Krita, Gimp, Inkscape

  o Video editing: Davinci Resolve Studio

  o Version control: Github

Game projects :

  o **Karte (Team of 3):** An adventure game with multiple quests, playable in local multiplayer. Players use a screen to scan cards and obtain equipment. This game was created as part of my college program project. Role: Programmer

  o **A New World (Alone)**: A game in which you can control a character, cars, and a spaceship. You can race with vehicles.

  o **The Next Floor (Alone)**: A game in which you progress through a hotel by completing the challenge of each floor.

  o **The Frosty Path (Alone)**: A game in which you control an armored vehicle and your objective is to reach a city with the cargo intact.

  o **Protect the Train (Team of 4):** An action game where you must protect a train from all kinds of attacks. This game was created as part of a university project where we had to make a vertical slice of the game. Main roles: 3D artist and team leader. Secondary roles: UI designer and programmer

  o **The Last Shift (Team of 7):** A game where you must protect your arts while competing against your rival. Each player must protect their section of the museum and try to catch the thief. This game was created for the Ubisoft 2025 competition. Roles: Programmer and 3D artist.

- o **The Evil Spirit of Gordon (Team of 6):** You play a chef preparing their restaurant for Christmas, but a vengeful spirit haunts your kitchen. This game was made as part of a 3-day university game jam. Role: Programmer.

References

- Available upon request