

Emmanuelle Cloutier

Gameplay / AI / UI Game Programmer

Québec, Canada | (438) 525 9036 | emmanuellecloutier1045@gmail.com | [Portfolio](#) | [linkedin](#) | [Github](#)

Passionate video game programming student. Independent, creative, and highly motivated to contribute to real-world projects in the video game industry.

Technical Skills :

- | | | |
|-------|-----------------|------------------|
| - C++ | - Unreal Engine | - Godot Engine |
| - C# | - Unity | - Git / Perforce |
-

Experience :

Educational Assistant in Game Engine Programming

September 2025 – Present

Université du Québec à Chicoutimi, Qc, Canada

Gameplay - UI Programmer

June 2025 - Present

All in Tactic Studio, California, USA

Projects :

Cozy Chessu - Work Project

June 2025 - Present

Project still in production with a demo coming soon, international collaboration

Critters Eat - School Project

March 2025 - December 2025

Collaborative game development with artists (NAD center, Montreal) and programmers on a complete project

Education :

Master's in Computer Science (Video Game Specialization)

August 2025 - Present

Université du Québec à Chicoutimi, Qc, Canada

Relevant courses :

- | | |
|---------------------------------------|-----------------------------------|
| - Advanced Network Programming | - 3D/VR Interaction |
| - Advanced Computational Math/Physics | - Thematic Seminar in Video Games |

Bachelor's Degree in Video Game Development

August 2023 - May 2025

Université du Québec à Chicoutimi, Qc, Canada

Relevant courses :

- | | |
|------------------------------------|---------------------------|
| - Unreal Engine Prototyping | - Game Engine Programming |
| - Data Structures | - Game production |
| - Object Oriented Programming | - Multiplayer Programming |
| - Artificial Intelligence in Games | - Algorithm |

Diploma DEC in Computer Science and Mathematics

August 2021 - July 2023

Cégep de Trois - Rivières, Qc, Canada

Relevant courses :

- | | |
|-----------------------------------|-----------------------------|
| - Final Unity Project Programming | - Discrete Structures |
| - Unity prototyping | - Linear and Vector Algebra |
-

Other Skills :

- | | |
|---|---|
| - Experience with vertical slicing | - Comfortable working in large teams |
| - Strong problem-solving abilities | - Bilingual : English / French |