

JOËL LUPIEN

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Objective

"I'm looking for a full-time job in game or game engine development during the summer."

"See the result of my passion here <https://jojolepro.com/> "

Qualifications Summary

Computer Skills

- Game, Software and Backend development
- Data Analysis, Data Structures & Reverse engineering
- Helping people with problems and explaining concepts
- Proficient in Windows and GNU/Linux
- Agile/Scrum

Game Engine Experience

- Amethyst (Engine Developer)
- Unity
- JMonkeyEngine
- LWJGL

Related Skills

- Strong Logical Skills
- Fast Learner
- Bilingual (French, English)

Programming Languages

- Scala
 - Rust
 - C#
 - C++
 - Java
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Education

Montreal University

Bachelor in Computer Science

09/2018 - 05/2021

Collège de Valleyfield

Diploma in Computer Science

Helped teach the video game course and helped students. (Unity)

05/2018

Jobs

Subnet Zero

Game Engine Developer & Cryptocurrency Automated Investing

Programmed the [Amethyst](#) open source game engine.

Automated cryptocurrency investing on multiple exchange markets.

05/2019 - 08/2019

Savoir-faire Linux

Infrastructure, System & Cloud Architecture Team

Installation, configuration and repair of Linux servers and networks.

06/2018 - 08/2018

Altcom.io

Web Programmer

Learned PHP and Laravel by myself while working on a team of three.

Collecting data from game servers to create leaderboards and collectible achievements through data analysis.

06/2017 - 11/2017

Collège de Valleyfield

Android/iOS Programmer

Optimized and ported an existing Angular application to mobile devices.

06/2016 - 08/2016

Collège de Valleyfield

Web Programmer

Fully programmed professor's syndicate Wordpress website (<http://www.seecov.org/>).

Learned Wordpress from scratch by my own.

06/2015 - 08/2015

Awards

Science Excellence Prize from McGill

Awarded to the best science student in each secondary school.

2015

Excellence Prize of Computer Science

Awarded to the best computer science student of the promotion.

2018