Malcolm Arcand

Software Developer

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Languages and Frameworks

C#, PHP, SQL, Python, Javascript, JQuery, Bootstrap, Java

Software Experience: Unity3D, git, Maya, Blender, Photoshop, Illustrator, Visual Studio, Processing, Audacity

Work Experience

Clever-Plays, Montreal - *Gameplay programmer*

2019 - 2021

Zumiez - *Gameplay programmer (remote contractor)*

Fall 2019

Shredsauce, Montreal - *Sole Game developer*

2012 - present

Wiwaxia, Belgium - *Gameplay programmer (remote contractor)*

Spring 2018 - Spring 2019

Tandem Ludik, Montreal - *Co-founder and technical lead*

Summer 2016 - present

Newschoolers, Montreal - *Front-end web development and site maintenance*

2008 - 2012

Education

Concordia University, Montreal - *Science and Technology certificate*

2019 - present

Concordia University, Montreal - *Computation Arts Specialization*

2011 - 2015

Champlain College, St - Lambert, Quebec - *Creative Arts / Digital Imaging*

2008 - 2011