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MARC-ANTOINE GIRARD

■ CHIEF TECHNOLOGY OFFICER ■

ABOUT

As a passionate developer with over 3 years of experience in virtual reality and cutting-edge technologies, I'm always eager to learn new things and face tough challenges. With excellent communication and leadership skills, I have consistently led teams to the successful completion of numerous projects.

UNITY RELATED SKILLS

Addressables
Async loading, Unity CCD, Resource Management, custom providers

XR
OVR, SteamVR, XR Integration Toolkit XR Management, Autohand, HurricaneVR

Editor Scripting
Editor Window, GraphView, Reflection Property Drawer, Custom Editor, USS, etc

DOTS
Burst, Jobs, Entities, Havok Physics, Hybrid Renderer

2D/UI
Layout Elements, UI Toolkit, GraphView, Nova

Optimization
URP, Occlusion, mip map, compression, profiling, Tween, VR optimization

Others
Unit Testing, Animation, Animator (State Machine), Particle System, ScriptableObject, UPM

GENERAL SKILLS

Languages
C#, C++, Java, JavaScript, HTML5 CSS3, Python, JSON, Markdown

Tools
Webpack, Babel, ESLint, Bootstrap, npm

Servers
Apache Tomcat, NodeJS

Framework / API
OpenGL, SDL, Swing, React.js, Express.js, WPF

Database
Transact-SQL, PostgreSQL, MySQL, MongoDB

Version Control
Git, GitLab, GitHub, GitBash, PlasticSCM

Patterns
MVC, Singleton, Top Down, Flag system, Factory, Object Pool, ECS, Decorator, Module, Adapter and many more

Softwares
Rider, Visual Studio, NetBeans, Eclipse, CLion VSCode, Blender

EDUCATION

2018 - 2020
Video Game Programming
Institut Supérieur d'informatique (ISI), Montreal

2016 - 2018
Arts, lettres, communication, Option Langues
Collège Ahuntsic, Montreal

LANGUAGES

French ●●●●● NATIVE
English ●●●●● PROFICIENT
German ●●○○○
Spanish ●○○○○

EXPERIENCE

Unity CERTIFIED Professional Programmer

2022 - Present
COLLEGE LASALLE
Lecturer in Computer Science

2020 - Present
CHAAC TECHNOLOGIES
CTO / Technical Lead / Unity Developer in Virtual Reality

CTO
• Responsible for the technological vision.
• Coached team members to support their professional development.
• Involved in intellectual property, writing statements of work, meeting clients
• Defined the company's vision and shared it with the teams.

Technical Lead
• Responsible for code quality, architecture decisions, and deployment.
• Responsible for researching and implementing new technologies.
• Responsible for recruiting and training new hires.
• Organized weekly Tech Update meetings to share knowledge with the team.
• Regularly worked with state-of-the-art technologies.

Unity Developer in Virtual Reality
• Implemented our Core solution, defining our Coral Reality application.
• Designed and implemented Editor tools using DevOps practices.
• Contributed to RS&DE projects and innovative solutions.
• Laid the foundation for the new Dashboard.
• Worked with various stacks beyond Unity, including EC2, S3, CloudFront, Django, React.js, and more.

2020
RADIX GAMES
Developer Designer

Mailman - ▶ **Google Play**

• Included the Google Play Services Plugin in Unity.
• Took charge of publishing and releasing the game.
• Incorporated Unity Ads for monetization.
• Utilized Google Ad Placement (beta) with Mediation.
• Created game architecture with Top Down Design to support asynchronous loading.

REFERENCES

GUILLAUME NEPVEU
CEO AT CHAAC TECHNOLOGIES

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ANTHONY ST-ONGE
COO AT CHAAC TECHNOLOGIES

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anthony.st-onge@chaac.tech

GAME JAMS

GLOBAL GAMEJAM 2020 - REP'ARR

https://globalgamejam.org/2020/games/reparrr-9

- Animations and 3D modeling
- VFX using Visual Effect Graph
- Custom shader using Shader Graph
- Post Processing

LUDUM DARE 47 - BEYOND DEATH

https://ldjam.com/events/ludum-dare/47/beyond-death

- Animations and 3D modeling
- Artistic direction
- Performance optimization for WebGL

LUDUM DARE 48 - POORGUY ELEVATOR

https://ldjam.com/events/ludum-dare/48/ld48-2

- 2D arts
- Destructible feature
- Mentoring

GLOBAL GAMJAM 2021 - RING BEARER

https://marcuslelus.itch.io/ring-bearer

- Inventory / store
- Sound Settings with persistence
- Animated 2D arts

LUDUM DARE 49 - UNSTABLED GOAT

https://marcuslelus.itch.io/unstabled-goat

- Procedural map
- Gameplay
- Team leader

LUDUM DARE 50 - FARM DOG

https://marcuslelus.itch.io/unstabled-goat

- Game direction
- DevOps
- Power up system
- Global leaderboard

LUDUM DARE 51 - ULTIMATE QADE WALL

https://marcuslelus.itch.io/ultimate-qade-wall

- Inverse kinematic
- Ragdoll
- Sound engine

CONTRIBUTIONS

SERIALIZABLE INTERFACE

https://github.com/Thundernerd/Unity3D-SerializableInterface

A wrapper that allows you to serialize interfaces. Both UnityEngine.Object and regular object implementers work!

- Fixed drag-and-drop behavior.
- Added 'None' and 'Clear' functionalities.
- Implemented safe-cast in SerializableInterface.
- Refactored Drawers to better support multiple Unity versions.
- Added support for Prefab discovery.
- Added support for collections.

RUNTIME SCENE

https://github.com/marc-antoine-girard/Unity3D-RuntimeScene

A simple class that allows referencing scenes in the Editor:

- Enables referencing scenes in Unity's Inspector.
- Prevents scene name conflicts when using RuntimeScene methods.
- Results in super lightweight RuntimeScene instances in the build.
- In the editor, enables loading scenes not in Build Settings.
- Provides the ability to add or remove scenes from Build Settings