

Skills

● Technical

- C++, C# and Python
- Unity and Godot
- Audio integration with Wwise
- Development for PC, VR and Mobile
- CI/CD
- Docker

● Design

- Modular and reusable systems
- Fast prototyping
- AI (Behavior Trees, State Machines)
- Adaptive difficulty
- Team-adapted documentation
- Execution and analysis of tests
- UI/UX

● Coordination

- Scrum master
- DevOps
- Plan ahead and adapt
- Jira
- Bilingual (FR, EN)

Demo reel

[Link to Demo reel](#)

For more information on my recent projects, I invite you to [visit my website](#).

Contacts



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[nicolas-a-l](#)

Nicolas Auclair-Labbé

Gameplay Programmer

I am a polyvalent C++ and C# programmer, actively seeking new opportunities to push my limits. You can usually find me with a cup of tea, exploring new knowledge or tools for my game projects.

Professional Experience

● Virtual Reality Developer / Project Manager

Chaac Technologies | 2022 - 2023, 2024 - Present

- Shipped multiple VR applications with timelines ranging from 2 months to 1 year.
- Developed reusable tools to expand the creative capabilities within the company.
- Ensured high-quality deliverables were met on time while prioritizing the team's well-being.
- Onboarded new developers to the codebase.
- Managed contracts with clients such as RCN, Pomerleau, RioTinto, VisionÈre, IPIQ, and EXO.

● Tool Programmer (C++)

Ubisoft Montreal | 2021

- Integrated Wwise components into Ubisoft's development tools.
- Developed in a multithreaded C++ backend.
- Automated CI/CD pipeline processes with Docker and CMake.

● Gameplay Programmer / Game Designer

Impromptu Studio (Startup) | 2020

- Designed and developed a VR game demo with a small team as part of an 8-month entrepreneurship project.
- Pitched the project to Desjardins and UdeS, successfully securing financing for the entire team.

Education

● Bachelor's in Computer Vision

Université de Sherbrooke | 2018 - 2022

● Certificate in Composition and Music for Images

Université de Sherbrooke | 2015 - 2017