MAXIM BOUCHER

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PROFESSIONAL PROFILE

Skilled Programmer and Designer with experience in client-facing administrative work. Dedicated Computer Science student passionate about the creation and development of applications, software, and games. Continuously developing skills in multiple coding languages and game engines. Creative approaches to problem solving, with clear communication skills to establish quality standards and define expectations.

PROFILE OF SKILLS

Java	Customer Service	Bilingual (French/English)
C#, C++, C	Administrative Work	Selenium
Python	Version Control (GitHub/Gitlab/Git)	Unity
Blender	Unreal Engine	Android Studio

EXPERIENCE

ADMINISTRATION ASSISTANT | Yellowknife Motors
July 2015 - December 2019 (Part time, during High School) & May - July 2021 (Full time)
- Assisted all clients with service loaners, rental vehicles and directing calls.
- Managed client payments for vehicle purchases and services provided.
- Spearheaded reorganization and digitization of all paper records to streamline access and storage while ensuring proper formatting and correcting erroneous and missing information.
- Processed incoming and outgoing vehicles using the dealership's performance system (XSellerator).

PROGRAMMER & DESIGNER | Luc Boutin (luc.boutin@mail.mcgill.ca - 514-805-7259)
May - July 2021 & August 2022 - Present (Part time)
- Single-handedly created a proof-of-concept 4-10 player word-based party game for Android devices in Android Studio with Java while helping to refine the game design with the employer.
- Application has since been passed on to another team for full development.
- In August 2022, began another 4+ player family-oriented party game (plays like Taboo with a twist) for Android and iOS devices using Unity and C#.
- Game was developed as a one-man programming effort, while working with the designer to streamline the game flow and with an artist to create a visually appealing and intuitive interface. It is found here: https://play.google.com/store/apps/details?id=com.BouBouGames.NoTime2Guess

PROGRAMMER | Government of the Northwest Territories, Dep. of Finance, ISSS
(Supervisor Stephen O'Brien - stephen_obrien@gov.nt.ca)
May - August 2022 (Summer job, Full time)
- Worked on a team of 6 developers on an in-development modular platform written in .NET core and targeting containers with a focus on consistent design language and code reuse, which will be utilized by residents of the NWT upon release.
- In charge of developing from the ground-up a comprehensive automated web browser testing suite using Selenium for use in streamlining updates to the platform.
- Assisted in bug-detection and bug-fixing for said platform using the successful testing suite.
- Consistently met and worked with the team to improve the platform by suggesting and/or implementing ease-of-use features as well as streamlining existing UI.

EDUCATION

Computer Science | Specialization Computer Games | GPA 3.89
University of McGill, 2019-2023

Relevant classes taken and excelled at include:
- Linear Algebra
- Calculus 1-3
- Artificial Intelligence
- Computer Networking
- Operating Systems
- Computer Graphics
- Database Systems
- Software Design
- Computer Games
- Machine Learning

VOLUNTEERING

As a former member of Rotary, I have volunteered at several events in Yellowknife, NT, such as boardwalk construction, lobster fest, grilling food for evacuees, rose de-thorning and food drives.

As a member of the "GameDevMcGill" game developer club, I have participated at various game development-related events and have helped to organize and arrange the Fall 2022 ExtraLife charity stream.

OTHER

As part of my degree at McGill, I was the leader of a group of 7 students for an 8-month long Software Engineering Project where the objective was to adapt a board game to an online multiplayer lobby-based version developed for Unity in C#. It can be found on GitHub here: https://github.com/COMP361/f2021-hexanome-05. My responsibilities included:

- Planning and hosting required weekly reports.
- Assigning tasks to my teammates and meeting with them often to ensure work progressed smoothly and that all team members were invested in and happy with development.
- Programming the Unity front-end scripts and designing/implementing the UI.
- With assistance of a teammate, created a design for the game's underlying structure and implemented it successfully. It worked using the MVC pattern and Client-Server communication via sockets.

In my free time, I am often working on many small projects to learn about various game engines and programming techniques. You can find some of these small projects on my itch.io page: https://maxbouch14.itch.io. Additional varied university and personal projects can be found on my GitHub account here: https://github.com/MaxBouch14.