

Noah Gendron

Game designer &
programmer

[LINK TO
PORTFOLIO](#)

CONTACT

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📍 53 Matagami, Blainville

SOFT SKILLS

- Project management
- Critical thinking
- Creativity
- Story writing
- Video game and cinema knowledge

TECHNICAL SKILLS

- Unity
- Unreal Engine 5
- C#
- Visual Scripting
- Jira, Miro, Fibery
- Github, Perforce
- Suite Microsoft
- SCRUM

LANGUAGES

- French
- English

PROFILE

Gameplay and level design student with a background in programming. I develop personal projects and participate in competitions and gamejams alongside my studies. I place strong importance on the critical analysis of games and films to better understand their design intentions and improve my own work. I am looking to join a development team to contribute to gameplay systems and player experience.

EXPERIENCE

Gameplay & Level Designer — *Sly n' Ky: Jouet 2 en 1*

(Ubisoft Game Lab 2026 – Best Prototype Winner)

January 2026 – April 2026

- Designed core 3C mechanics (Character, Camera, Controls) and level layouts
- Developed levels using Unity

Skills gained: Team collaboration, project management, creativity

Gameplay Designer & Programmer — *Age of Conquest*

August 2020 – December 2024

- Designed and implemented core gameplay systems (combat, AI, progression, inventory)
- Developed character animations

Skills gained: Critical thinking, self-evaluation, perseverance

PHP Developer Intern — MCB Informatique

Winter 2024

- Developed backend (PHP) and frontend features for a website
- Implemented and designed new pages and user interfaces

Skills gained: Autonomy

Gameplay Designer & Programmer — *Slime & Slice*

Summer 2025

- Designed and implemented 3C systems and player controller
- Created and iterated on level design using Unity

Skills gained: Discipline

EDUCATION

Bachelor's Degree in Game design

Université du Québec en Abitibi-Témiscamingue (UQAT)

August 2024 – April 2027

Computer Science Technical Diploma

Collège Lionel-Groulx

August 2021 – June 2024