# Nicolas Robert – Techincal Designer

450-465-0351
Nicrobert.008@gmail.com
https://www.linkedin.com/in/nicolas-robert-7b9265362/
https://nrobert.ca/

## EDUCATION

### Cégep de Matane – Campus ADN (August 2024 - January 2025)

- Design de Niveau de Jeu NTL.18

### Collège Champlain Saint-Lambert (August 2019 - January 2023)

- Technique en Sciences Informatiques

## WORK EXPERIENCE

### L'Expédition - Assistant-Manager (November 2021 - Now)

- Management of a team of 15: Training, Support, Recruitment.
- Management of the inventory and linked databases
- Customer Service

### Campus ADN Curyeux – Technical Designer (March 2025 - July 2025)

- Designing and Scripting of tools used by Level Designers to create their designs
- Designing and Scripting of the main characters controls and movement
- Designing and Scripting of Gameplay Systems such as a Dialog System, Pause and Menuing
- Application of Unreal's Gameplay Ability System for multiple purposes
- Designing and Coding of executable files and Unreal's Gameplay Ability System Attribute Set

## SKILLS AND CERTIFICATIONS

### Campus ADN

- Documentation related to game and Level Design
- Creation of concepts related to Game Design, Level Design and Technical Design
- *Languages*: Unreal Blueprint 5
- *Tools*: Unreal 5 / Notion / Perforce

### Collège Champlain St-Lambert

- *Languages*: HTML+CSS / Python / PHP / SQL / BASH / C#
- *Tools*: Visual Studio / Unity / GITHUB / Microsoft Azure

### Self-Learning

- *Languages*: C++ / Unreal Blueprint 4 / GML
- *Tools*: Unreal 4 / Gamemaker