









SHAWN BERGERON

PROGRAMMER, COMPOSER & 3D ARTIST

CONTACT

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EDUCATION

BACHELOR'S DEGREE IN VIDEO GAME CREATION

UQAT | Art Profile
2018 - 2021

COLLEGE DEGREE IN CLASSICAL PIANO

EMVI | Profil Création
2016 - 2018

SKILLS



WORK EXPERIENCE

PRODUCER, TEAM MANAGER & PROGRAMMER

Quarter Moon Games - [Veneficium](#) | Fall 2020 - Spring 2021

[Full game production and release on Steam](#) with a team of 12 artists, 7 sound designers and 1 game designer. Organization of the development pipeline and team management within AGILE standards, programming of most of the in-game events and behaviors in UE4, and Wwise audio integration.

WEB DEVELOPER & DAY CAMP ANIMATOR

LCSO Pointe Saint-Charles | Spring 2018 to 2021

Web design, WordPress page management and dynamic content generation via HTML, CSS, JavaScript, and PHP. A second term in summer camp animation gave me the opportunity to further my creativity and develop my social skills, while discovering various new elements of team management

CASHIER AND SALES CLERK - TOYS AND GAMES

Ojeux Verdun | Winter 2018

Professional, genuine and tailored customer service, inventory management, store cleanup and cooperation within very small teams.

FRUITS AND VEGETABLES CLERK

Maxi LaSalle | Summer and Fall 2018

CUSTOMER SERVICE AGENT

Montreal assistance call center | Summer 2016

TELECOMMUNICATION LINES INSTALLATION

Connections Pur-Tel | Greater Montréal | Summer 2015

ASSISTANT COMPUTER TECHNICIAN

Montreal Shriners Hospital for Children | Summer 2014