

Guillaume Pelletier

Montreal – Quebec

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Skills

Languages: C#, C++, Python, Java, JavaScript, HTML5 & CSS

Design Patterns: Singleton, Object Pooling, Observer Pattern, Observer with UnityEvents, Delegates, Signal/Listener with ScriptableObjects, Finite State Machine, Decorator pattern, Command pattern, Flyweight pattern, Factory pattern, Top Down Architecture

Databases: SQL, MySQL, PostgreSQL, Firestore, SQLite, JSON, XML

Project Management: Git, SVN, GitHub, Azure DevOps, Jira, Trello

Technologies: Unity Game Engine, Firebase, Azure, O365, AWS

Languages

French: Bilingual

English: Bilingual

Spanish: Beginner

Education

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| Institut Supérieur d'Informatique <i>Video Games Programming,</i> | Montreal, Quebec 2020 - 2021 |
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| Institut Supérieur d'Informatique <i>Programming, Networks and Security,</i> | Montreal, Quebec 2000 - 2001 |
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Experience

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| Independent <i>IT Consultant</i> | Montreal, Quebec 2006 - Present |
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- Designed and implemented a Firebase project using Authentication and Firestore database.
 - Interface with Unity Engine and C#.
 - Mock data population script in Python 3.
- TeamViewer/AnyDesk remote administration and support.
- Maintenance, support and administration of multiple desktops and laptops.

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| ArthroLab Inc. <i>Network Systems Administrator / Programmer</i> | Montreal, Quebec 2001 - Present |
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- Implemented and administered
 - Instance of Azure Active Directory and Exchange Server.
 - Instance of Microsoft O365 Teams and SharePoint.

- Development of an ASP.Net Core MVC Web App for patient records follow-up.
- Designed, implementation, maintenance and administration of Windows Servers, SQL/MySQL Servers, AWS and Microsoft 365 instances.
- Implemented, maintained and administered
 - ESET/BitDefender Antivirus and Firewall clients and servers.
 - pfSense Firewall for intrusion detection/protection, content filtering and monitoring using Squid and Suricata, remote access using OpenVPN service.
- Implementation and maintenance of Cloud Backup Software using MSP360 for Desktops and Servers with local, removable and cloud backups to an AWS S3 bucket.
- Monitored backups, antivirus/firewall status and logs, shared storage space and network activity, adjusting network equipment and settings as needed.
- Full stack development of websites using LAMP Stack deployed to AWS EC2 and Lightsail.
- Automated general and network administration-related tasks with various custom-built python scripts.
- Maintenance and code updates of legacy C++ MFC applications, creation and redesign of applications and legacy applications using C# and Entity Framework.

Projects

ScriptableObject Inventory:

Unity and C#, ScriptableObjects, OdinInspector.

An inventory system using Unity's ScriptableObjects.

MapMaker:

Unity and C#, ScriptableObjects, NaughtyAttributes.

Dungeon Keeper map type unity editor 3d map creation tool.

TurnBasedStrategy: (YouTube)

Team Project (Size 4), Academic Final.

Final Fantasy Tactics inspired turn-based tactical game made with Unity Engine.

Contributions: ScriptableObjects with Odin Inspector integration, player inventory and equipment, overlay tool tip, abilities/consumables cooldown and duration.

DuckHunter VR: (YouTube)

Team Project (Size 3), Academic.

Re-imagining of the classic Duck Hunt for NES in VR, Oculus Quest Virtual Reality game using XR Interaction Toolkit.

Contributions: XR Interaction Toolkit integration, placing of interactable objects in VR, ducks, duck spawner, targets and game modes.

WaveClearRPG: (YouTube)

Team Project (Size 3), Academic.

Contributions: A* and Navmesh pathfinding, AI using State Machine, Behavior Trees and RayCast player detection.

Chance Of Brains:

Solo Academic.

Third-person shooter survival game.

Singleton, Object pool, Raycast, Spawnpoints, Respawns, CharacterController