



Émile Paré-Allinger

Technical Designer and Programmer

Montréal

French | English

Contact

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[Portfolio](#)

[LinkedIn](#)

Interests

Technologies

Music

Pop culture

Fitness

Portfolio

My portfolio showcases my projects I consider most relevant. These works reflect not only my technical skills but also my passion for innovation and creativity. To explore all of my work, visit [my portfolio](#).

About

Me and my ambitions

Graduated in video game development from UQAT with a DEC in multimedia integration from Cégep Édouard-Montpetit and two years of studying interactive media at UQAM. I am dedicated to continuous learning and improvement in video game development. My passion extends to exploring new working methods and connecting with new people. In the long term, I aspire to become a leader within a company, sharing my knowledge and experience, and eventually, to mentor the next generation of industry professionals.

Education



Bachelor's degree in video game development

Software integration focus

UQAT - Montréal, QC

September 2022 to May 2024

Gaining expertise in design and scripting to develop video games.

Bachelor's degree in communications (Diploma not completed)

Interactive Media

UQAM - Montréal, QC

September 2020 to April 2022

Acquiring skills in development and visual creation to design interactive installations. After two years of studies at UQAM, I decided to change my career path and pursue video game development at UQAT.

College diploma

Multimedia integration

Édouard-Montpetit College

September 2017 to May 2020

Gaining expertise in programming, web design, image and video editing, sound design, and foundational 3D modeling.

Skills

Design

I have a strong foundation in video game design and am constantly seeking opportunities to enhance my creative skills.



- Prototyping
- Scripting
- Gameplay
- Artificial Intelligence
- Optimization
- UX/UI
- Documentation

Teamwork

I am very comfortable working in a team, I express myself well and I am open to other people's ideas.

- Problem solving
- Communication
- Leadership
- Initiative
- Organization
- Technical assistance



Game engines

-  • Unreal Engine (Blueprint)
-  • Unity (C#)

Web development

-  • HTML/CSS
-  • WordPress
- JavaScript
- MySQL

Additional skills

-  • Adobe Creative Suite
-  • TouchDesigner
-  • Blender
-  • Figma
- Raspberry Pi
- Arduino

Honorable Mention:

-  • Flash

Volunteering



IT consultant

AVQMR and ANIMA-Québec
April 2020 to present

Work done voluntarily. Advisor regarding website management and any IT-related questions.

Professional experiences



Technical designer

Freelance
January 2025 to Present

My role involves developing and structuring game mechanics using Unreal Engine. I integrate and design systems, along with other programmatic components, while optimizing overall performance to ensure a smooth and efficient experience.

Web designer

Self-employed
May 2020 to Present

As a freelance Multimedia Developer, I create dynamic, user-friendly websites tailored to clients' needs. Skilled in HTML, CSS, JavaScript, CMS platforms, and video editing, I deliver responsive sites and engaging multimedia content that enhance user experience and drive engagement.



Technical designer

3Mind Games
March 2024 to May 2024

My role involves ensuring the proper functioning of game mechanics and integrating them seamlessly. I use Unreal Blueprints for efficient implementation. Additionally, I am responsible for documenting processes and mechanisms, as well as collaborating with other departments.