



# Émile Paré-Allinger

Technical Designer & Game Developer

## Contact

 [LinkedIn](#)

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 514 973 9772

 [Portfolio](#)

## Skills

 French | English

## 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

## Tools




### Game engines

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

### Web development

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

### Additional skills

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

### Honorable Mention

-  • Flash

## Profile

### 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.

## Work Experience

### Technical designer

Freelance  
January 2025 to Present

- Develop and structure AI and progression systems using Unreal Engine.
- Optimize performance for a smooth and efficient user experience.
- Document processes and mechanisms.

### Web designer

Freelance  
May 2020 to Present

- Create dynamic, user-friendly websites tailored to clients' needs.
- Deliver responsive sites that enhance user experience and drive engagement.
- Skilled in HTML, CSS, JavaScript, CMS platforms, and video editing.

### Technical designer internship

3Mind Games  
March 2024 to May 2024

- Develop interaction systems using Unreal Blueprints.
- Optimize performance for a smooth and efficient user experience.
- Document processes and mechanisms, collaborating with other departments.

## Volunteering

### IT consultant

AVQMR and ANIMA-Québec  
April 2020 to present

- Provide advice on website management and IT-related queries.
- Assist in troubleshooting and resolving technical issues.
- Offer guidance on optimizing website performance and security.

## 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 for video game development.

### 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 for interactive installations.
- Transitioned to video game development after two years at UQAM.

### College Diploma in Multimedia Integration

Édouard-Montpetit College - Longueuil, QC  
September 2017 to May 2020

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