

Objective	To further my experience in the games industry, while contributing to the overall success of a project and its team.
Experience	<p>Production Technical Director 2003 - Current Ubisoft Montreal, Quebec</p> <ul style="list-style-type: none">□ Responsible for managing the overall technical advancement of the project.□ Responsible for designing and maintaining the Level Design and Art Pipeline.□ Co-ordinate with the Programming team to provide day to day support to the Production team.□ Ensured that all technical project goals were attained, on time and on budget. <p>Art for Unreal & Level Design Instructor 2004 - 2005 College La Salle, Montreal, Quebec</p> <ul style="list-style-type: none">□ Designed the courses for Unreal Art and Level Design.□ Instructed 2 Programs in Art and Level Design.□ Provided Support for the Softimage XSI Program. <p>Softimage XSI Script Writer 2002 Electronic Arts Canada, Burnaby, British Columbia</p> <ul style="list-style-type: none">□ Wrote a number of Scripts to assist with the Development of FIFA 2003. <p>Contract Tester 2001 - 2002, Electronic Arts Canada, Burnaby, British Columbia</p> <ul style="list-style-type: none">□ AI Tester on FIFA 2002 World Cup and FIFA 2003.
Education	<p>Centre for Digital Imaging and Sound, Burnaby, British Columbia 2000 - 2001</p> <ul style="list-style-type: none">□ Graduated Character Animation Program <p>Softimage/Avid, Montreal, Quebec 2001</p> <ul style="list-style-type: none">□ Attained the invitational XSI 201 Certification. (Yearly renewal required)
Titles Developed	<ul style="list-style-type: none">□ Surf's Up□ SplinterCell NOC□ SplinterCell 3 (Xbox and PS2)□ SplinterCell□ Rainbow Six 3 (Xbox Online Component)□ Mynarski (Working Title)□ Rainbow Six 3 : Ravenshield (PC Online Component and Expansion Packs)□ FIFA 2003□ FIFA 2002 World Cup
Interests	Cycling, Warhammer Fantasy Battle, World of Warcraft, EVE Online
References	References are available on request.