Sebastien Godbout

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EDUCATION

University of Western Ontario   London, Ontario

Bachelors of Science, Computer Science, Minor in Game Development   Sept 18 - June 22

- Graduated with Honors Specialization in Computer Science Requirements

PROFESSIONAL EXPERIENCE

Dolphin Enterprises   Vancouver, BC

Junior Programmer   June 24 – January 25

- Full Stack development utilizing a VB.Net, C#, SQL, Crystal Reports, Janus Winforms, Azure and TortoiseSVN pipeline.
- Maintained MIC Manager, a financial platform managing over $2 billion for private lending clients.
- Developed and optimized mortgage tracking, investor reporting, and financial data management tools.
- Created custom reports for clients and contributed to new MIC Manager features.

Shoreline Studio   Vancouver, BC

Virtual Production Assistant   May 23 – April 24

- Worked with Unreal Engine 5, Blackmagic hardware/software, and Ultimatte for high-fidelity virtual production.
- Retracker Bliss and Nodal Offset calibrates the 3D space to the live actor, otherwise known as live compositing.
- Creating UI for an Elgato Stream Deck app to integrate with the virtual production setup.
- Building collegial relationships while attending events such as NAB in Vegas.

Independent Work   Vancouver, BC

Self Employed - Software Engineer Contractor   April 23 - Present

- Developing automated emails, trouble shooting, and customer service.
- Utilizing Online Electronical Medical Records (EMR) platforms such as OceanMD and Med Access.
- Designed electronic medical forms using JS logic, CSS, and OceanMD tools.

PROJECTS

Personal Website

- Illustrates my skills, projects, and achievements to get a better understanding of my character.

Game in Development

- Current partnership with a graphics designer to develop a game until completion and sale.
- Game mechanics engineer and level designer utilizing Unity and C#
- Dungeon crawler, randomly generated, RPG with rogue-like elements.

SKILLS

- Languages; C#, VB.Net, Java, HTML, CSS, Python, C++, JS, SQL Databases, French
- Tools; Crystal Reports, Janus Winforms, TortoiseSVN, Github, Unity, Visual Studios, UE5, Med Access, OceanMD