

Michel McBride-Charpentier

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PORTFOLIO: www.bigapple3am.com

EXPERIENCE

QA Tester • BioWare • *August 2011-January 2012 (Contract)*

Content quality assurance for *Mass Effect 3* multiplayer.

QA Tester • EA Mobile • *May 2008-November 2009*

Certification testing on J2ME, WinCE, Android, iOS.

Development testing on several iPhone games including *RISK* and *Mass Effect Galaxy*.

Contract Web Developer • University of New Brunswick • *January 2007-April 2007*

Designer and developer of the university's Student Orientation website.

Residence Tech Support • University of New Brunswick • *2004-2005 Academic Year*

On-call hardware, software, and network tech support for 100 student residents.

Maintenance of residence computer lab and printers.

Volunteer Work

·Co-founding Editor and Contributor: Critical Distance (www.critical-distance.com)

·Contributor Feb '08-Sep '09: Montreal Tech Watch (www.montrealtechwatch.com)

·Volunteer: New York Games Conference 2008

·Volunteer: Montreal International Games Summit 2007

EDUCATION

Game Design Diploma • Vancouver Film School • *March 2010-February 2011*

See Portfolio at www.bigapple3am.com

Bachelor of Arts • University of New Brunswick • *2003-2007*

History Major (Military History Specialization)

English Minor (Film Studies and Production)

SKILLS

·Technical Writing (Design Docs, Wikis, Test Plans, etc)

Software

·Microsoft Office (Word, Excel, Visio, PowerPoint)

·Unity Pro & iOS

·Unreal Development Kit

·SketchUp

·Photoshop

·Flash

·Premiere

·Dreamweaver

Programming & Scripting

·Lua

·JavaScript (Unity)

·Kismet & Matinee (UDK)

·ActionScript 3.0 (AS3)

·C# (Unity)

·HTML & CSS