

Alex D. Tardif

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Objective

A position that utilizes my passion for graphics and game programming.

Employment

ZeniMax Online Studios, Cockeysville, MD

April 2015 --- Present

Graphics Programmer

- Expanding feature-set and improving the renderer for ESO. Primary contributions are compute particles, procedurally textured environments, console support, and performance analysis/improvement.

Tech: C++, DirectX, HLSL, PIX, GPA, Razor, OpenGL, GLSL

Turbine, Boston, MA

June 2013 --- April 2015

Graphics Software Engineer

- Creating new engine features for artists and designers, and improving existing graphics systems for Infinite Crisis, Lord of the Rings Online, Dungeons and Dragons Online, and mobile titles.

Tech (PC Games): C++, DirectX, HLSL, PIX, GPA, OpenGL, GLSL

Tech (Mobile Games): C#, Unity3D, C++

Ubisoft, Montreal, QC

April 2012 --- Sept. 2012

Programmer Intern

- Primarily developed online data analysis tools used by production teams, including Assassin's Creed 3 and Far Cry 3.

Tech: C#, SQL

Education

Champlain College, Burlington, VT

Aug. 2009 --- May 2013

Major in Computer Science and Innovation, and minor in Game Programming.

- Graduated summa cum laude, 3.95 GPA
- Academic Achievement Award in Computer Science, Champlain 2012 & 2013
- Awarded Overall Excellence in Computer Science, Champlain 2011
- Awarded Most Outstanding First Year Student in Software Engineering, Champlain 2010

Skills/Experience

Relevant programming Knowledge

- Proficient with: C++, DirectX, HLSL, C#, XNA, Unity 3D
- Some experience with: OpenGL, GLSL
- Tools: Perforce, Tortoise SVN, GIT, PIX, Intel GPA Monitor

Interpersonal Skills

- Experience working effectively with teams consisting of designers, artists, programmers, QA, etc.
- Comfortable giving presentations and explaining the code behind software.
- Very fast learner, and a strong desire to learn new things.

Bilingual

- Fluent in Canadian French.