

Gabriel Forget – Game programmer

Email : gforget2@gmail.com

Portfolio : https://www.artanist.com/index_en.html

Current project on Github :

<https://github.com/gforget/FakeXCOM/tree/main>

<https://github.com/gforget/Simple-Shooter-AI-Extended>

Languages: French and English

Education

2010 - 2016

Bachelor degree in IT engineering

École de technologie supérieure (ÉTS)

Quebec University, Montréal

2005-2008

College degree in Multimedia integration

Cégep de l'Outaouais, Gabrielle-Roy campus

Particular knowledge

**Programming :
Language**

C# (expert level skill)
C++ (expert level skill)
Blueprints (expert level skill)

Software :

Unity 3D,
Unreal Engine 4 and 5,
Visual Studio, Rider,
Blender, Photoshop

Versioning tool :

Git
Perforce

**Web
Programming:
language**

ActionScript 2 et 3
PHP (SQL, MySQL databases)
Javascript (AJAX, DHTML, JQUERY)
VB.NET (web development)

Professional experience

**June 2023 -
Octobre 2023**

Gameplay/AI Programmer – Red Barrels

I worked on the NPC of Outlast Trials. My principal task was to debug the behaviour of the current NPC in the game. I was also part of the development of a new NPC archetype that has been released at the end of Octobre 2023.

**May 2021 -
June 2023**

Gameplay/AI Programmer – Stockholm Syndrome.AI

I have worked in the service branch of the company, which essentially do 'work for hire' job. I was the main programmer charged with implementing solution depending on the client need, which often involve Game AI.

Client / Project:

- Happy Volcano / You Suck at Parking - Implementation of a custom pathfinding system for a car game
- Génie Lab / Bear Tale - Implementation of the entire VR project
- Airship Syndicate / Unannounced project - Implementation of the navigation system for NPC
- Wild Arts / Born of bread - Refactoring and implementation of the attack system for the companions

2017-2020

Solo Developer / Owner at Cave Mist Interactive

I registered an independent video-game company where the project has changed multiple times. At this moment, I am working alone on a mobile game call Sphere VS Cube currently available in Open Beta on Google Play.

**April to July
2017**

Smart Pixel – ABB Project

I was the principal "Front End" developer on a touch application that used 8 giant screens. This application allows multiple clients to interact with the portfolio of ABB (an engineering company). These 8 screens can be combined into 1 so that a sale person can do a public presentation with it. It was one of the first applications of its type in Canada.