

DAVID JALBERT

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SUMMARY

Unity and Godot developer with over 15 years of experience in game development and programming, as well as technical arts. I developed and shipped multiple games for desktop platforms and the web, notably on Steam and Itch.io.



SKILLS & ABILITIES

Programming and game engines

- Extensive knowledge of Unity and Godot.
- 10+ years of experience in C#.
- Experience with various programming languages, such as C++, Java, Javascript, Lua, and Python.
- Source control: Git, GitLab, SourceGit.

Graphic design & 3D

- Good knowledge of 2D and 3D design and optimization.
- Proficient with Krita, Inkscape, Aseprite, the Adobe Creative Suite.
- Over 5 years of experience with Blender.
- Shaders: ShaderLab, Godot Shading Language.

Others

- Fast learner, adaptable.
- Resourceful, versatile.
- Good management and leadership skills.
- Fluently speaks French, English.



RELEVANT EXPERIENCE

Independent Game Developer

2017 - Present

- Designed and developed “Extraneum”, an old-school first person shooter, in Unity. Published on [Steam](#) and [Itch.io](#), for Windows and Linux.
- Designed and developed “Word Sprint”, a word-searching puzzle game, in Unity. Published for the web on [GameDistribution.com](#) and [Itch.io](#).
- Developed “Tiny Car Controller”, a 3D car physics controller, in Unity. Published on the [Unity Asset Store](#).

Programmer Analyst

SAVIE, 2014 - 2016

- Developed several educational games, using LibGDX and Unity.
- Managed and wrote software for databases, using SQL and ASP.Net.

Web Developer

Strategie Media, 2012 - 2014

- Developed websites and content management systems, using PHP, Javascript, and MySQL.



EDUCATION

Associate Degree in Information Technology

Cégep de Rivière-du-Loup, 2009

Certificate in Business Startup

Commission scolaire du Chemin-du-Roy, 2019