

# Rémi Perreault

[perreault.3d@gmail.com](mailto:perreault.3d@gmail.com)

LinkedIn: <https://www.linkedin.com/in/remiperreault/>

## SUMMARY OF SKILLS AND QUALIFICATIONS

**Languages:** French and English | Written and Spoken - Advanced

**Competencies:**

Curiosity, capacity to learn new notions and software quickly and autonomously.

Cartesian mind, methodical and self-critical.

Diplomat, open minded, collaborative.

**Skills:** MS Office, Notion, Miro, Jira, Git, Photoshop, Unreal Engine, Unity, Blender, C#, Java, JavaScript, HTML, CSS.

Content writing (creation, documentation, analysis, explanation).

Digital content creation (multimedia, films, animations and video games).

## EDUCATION

---

**Grad, Diploma in Computer Science**

Université Concordia, Montréal, QC

**2024 - Expected October 2026**

- 3.29/4.30 GPA

**Bachelors in video games creation - Art**

Université du Québec en Abitibi-Témiscamingue, Montréal, QC

**2021 - 2024**

- 3.73/4.30 GPA

**Certificate in animation film, cinema and visual effects**

Université du Québec en Abitibi-Témiscamingue, Montréal, QC

**2020 - 2021**

- 3.64/4.30 GPA

**Diplôme d'études collégiales - Technique en Intégration Multimédia**

Cégep Édouard-Montpetit, Longueuil, QC

**2017 - 2020**

- 31.7/35 R Score

## WORK EXPERIENCE

---

**Tax Incentives Advisor**

KPMG, Brossard, QC

**July 2024 - Now**

- Collaborate with IT and Gaming companies across Canada to produce tax credit claims: Scientific Research and Experimental Development (SR&ED), Multimedia Funds (CTMM), and other incentives.
- Technical Writing: Technological framing and synthesis. Research and continuous learning.
- Client Relations: Meetings, Scheduling, Follow-ups.

**Warehouse Clerk - Handler**

Confab Laboratories, Saint-Hubert, QC

**May 2023 - August 2023**

- Maintain a fast and sustained work pace. Deliver palettes between production rooms with a Pallet Jack.
- Ensure a safe work environment and verify the equipment. Mentor and train new Staff.

### **Camp & Events Coordinator - Parcs Récréatifs**

**March 2021 - August 2021**

Ville de Saint-Bruno-de-Montarville, Saint-Bruno-de-Montarville, QC

- Management of the animation group (recruitment, training and evaluation of the employees, planning and coordination of camp activities).
- Organisation of city events and communication with external resources.
- Supervision of outdoor film projections, dance classes and gathering places.

### **Camp Assistant Coordinator - Parcs Récréatifs**

**April 2020 – September 2020**

Ville de Saint-Bruno-de-Montarville, Saint-Bruno-de-Montarville, QC

- Management of the animation group (recruitment, training and evaluation of the employees, on-site support).
- Direct and monitor the activities in all the parks. Establish a safe, adapted and interesting environment for the kids.

### **Tutor**

**October 2018 – November 2019**

Cégep Édouard-Montpetit, Longueuil, QC

- Peer tutoring for Interactive Media and Web Design classes.
- Explanation of new concepts and help with assignments using Adobe Animate, Adobe Photoshop, JavaScript, HTML and CSS.

## **ACADEMIC PROJECTS**

---

### **Bolt N Punch – Capstone Project - UQAT**

**January 2023 – April 2023**

Université du Québec en Abitibi-Témiscamingue, Montréal, Québec

Production of an FPS Action/Boxing video game developed in 3 months and published on Steam.

- Collaboration between Design, Art and Coding departments in a team of 30 students.
- Writing detailed documentation on the project.
- Level Design supporting the story and creating unique experiences for the player.
- Conducting playtests and acquiring feedback.

### **Neon Racer - Ubisoft Game Lab Competition 2023**

**January 2023 – April 2023**

Université du Québec en Abitibi-Témiscamingue, Montréal, Québec

Production of an endless racing arcade video game prototype in 10 weeks that won the #Cubi23 Audience Award.

- Collaboration with students from 5 universities (UQAT, NAD-UQAC, Concordia, Polytechnique, UdeM).
- 3D Modeling of vehicles and modular buildings.
- Creation of materials, shaders and VFX.

## **AWARDS**

---

### **Host fellowship - Université du Québec en Abitibi-Témiscamingue**

**August 2020**

Award granted to the new students with the best « R » score across all the candidates applying to enter the Bachelor in 3D Art at Université du Québec in Abitibi-Témiscamingue (UQAT).

## **INTERESTS**

---

**Reading:** inspiration, education and growth.

**Climbing** (bouldering): community, problem solving, pushing one's limits.

**Hiking:** nature, adventure, exploration, discovery.