

## Résumé

### Status

Currently employed as a full-time senior programmer at Ingenio : Filiale de Loto-Québec since 2000.

### Work History

- 2004-Present : Production architect and Flash game programmer for the Ingenio Phase II internet plan.
  - Developping the new production architecture for the new Flash approach to small internet game development. This architecture will need to support multiple concurrent localizations that can be added live to a game server without recompiling the flash code.
  - Development of a game « core » that handles all the common tasks Flash lottery games need to execute. Includes secure server communications and handling of localized information. This core needs to be powerful to facilitate and accelerate in-house development, but simple and straightforward enough to increase outsourcing effectiveness.
  - Flash game programming that is consistent with the game's core and new architecture.
- 2004-Present : Development of a an independent 3D computer game at home.
  - Responsible for virtually every aspect of game design and development (except for the core graphics engine).
  - Uses the Torque 3D game engine from Garage Games.
  - Development of an aircraft physics model integrated into the Torque game engine.
- 2004 : Senior C/C++ localization programmer for Ingenio.
  - Adapting older, already released CD-ROM games to the new, smaller internet ActiveX environment.
  - Re-writing many parts of the game code to handle the new, lighter media created for the internet version of the heavier CD-ROM titles.
  - Brought 3 games to completion.

- 2003-2004 : Senior C/C++ programmer/architect for the Ingenio C/C++ CD-ROM and ActiveX internet plan.
  - Development of a game « core » that handles all the common tasks C/C++ lottery games need to execute. This includes communications with the lottery components and all the menus/game configuration modules. This core also serves as part of an abstraction layer that allows games to be ported from CD-ROM to Active X components without re-writing any of the actual game code.
- 2001-2003 : Senior C/C++ game programmer for Ingenio.
  - Using the in-house tools to create CD-ROM lottery games in C/C++ using Direct X.
  - Integrating media.
  - Actively participating in the game's design.
  - Brought 6 games to completion.
- 2000-2001 : Junior C/C++ game programmer for Ingenio.
  - Using the in-house tools to create CD-ROM lottery game prototypes in C/C++ using Direct X. These prototypes are used to test concepts and gameplays.
  - Actively participating in the game's design.
- 1997-2000 : Freelance 3D graphics artist/ animator.
  - Trained using Martin Hash's Animation Master.
  - Created 2 short movies.
- 1991-2000 : Founder, president, lead programmer, game designer and graphics artist for OSP Enr., a shareware game company.
  - Responsible for virtually every aspect of game design and development.
  - Programming in C/C++, Turbo Pascal and QuickBasic.
  - Graphic design using self-made 2D graphics program (in the early days) and Photofinish, Povray and Martin Hash's Animation Master.
  - Published 8 games.
- 1987-1991 : Independent game developer.
  - An extensive list of projects and prototypes I participated in before 1991 is available on my website (<http://christianboutin.com>).
  - Completed 5 never-published titles.

## Skills/Training

### Languages/Development Environments :

C/C++	10 years
Quickbasic	5 years
HTML	3 years
Torque Game Engine in C/C++	1 year
Direct X in C/C++	1 year
Javascript	1 year
php	1 year
Flash Actionscript 2	1 year
Gameboy Advance Development using HAM and C/C++	6 months
Turbo Pascal	6 months

### Tools :

Photoshop	5 years
Martin Hash's Animation Master	5 years
Dreamweaver	3 years
Watcom C++	3 years
Microsoft Visual Studio .NET	3 years
Paint Shop Pro	2 years
Microsoft Visual Studio C/C++	2 years
Ulead Media Studio	2 years
Easyphp	1 year
Flash	6 months
3D Studio Max	6 months
Linux (SUSE, Ubuntu)	6 months

### Skills :

Game Design and Development	15 years
Scriptwriting for games	10 years
Game-oriented graphic design (2D)	10 years
Video Editing	2 years
Cinematic Direction	2 years
Project Manager	2 years
Game-oriented graphic design (3D)	1 year

### Education :

- Object-oriented concepts and advanced C++ classes at the CRIM (2003)
- 1 1/2 years in Computer Technics at Cégep de l'Abitibi Témiscamingue (1994-1995).
- 2 years of Human Sciences at Cégep de l'Abitibi Témiscamingue (1991-1994).
- High-School Degree, Polyvalente de la Forêt (1991).

## Completed Projects

<i>Title</i>	<i>Year</i>	<i>Company</i>	<i>Role(s)</i>
Mini Golf	2004	Ingenio	Programmer
Gong	2004	Ingenio	Programmer
Eldorado	2004	Ingenio	Programmer
Memento	2003	Ingenio	Programmer
Cyber Slingo	2003	Ingenio	Programmer
Quiz	2003	Ingenio	Programmer
Casteldor	2002	Ingenio	Programmer
Terror in Malden	2002	Independent (Add-on to Operation Flashpoint)	Producer, Designer, scriptwriter, programmer
Trio Royal	2001	Ingenio	Programmer
Mozaic	2001	Ingenio	Programmer
Cuba's Freedom	1999	Independent (Add-on to Jane's Fighters Anthology)	Producer, Designer, scriptwriter
Babylon Park : Frightspace	1999	Infinicorp Transgalactic	Writer (additional comedy sequences)
Assault on Fort Almatox	1999	Independent (Short film)	Producer, Designer, scriptwriter, animator, modeler
Escort the Cartagar	1998	Independent (Add-on to X-Wing vs. Tie Fighter)	Designer, scriptwriter
Aftermath at Endor	1997	Independent (Add-on to X-Wing vs. Tie Fighter)	Designer, scriptwriter
Barnard 2432	1997	Independent (Short film)	Producer, Designer, scriptwriter, animator, modeler
Champions of Zulula Elite Edition	1995	OSP Enr.	Producer, Designer, Scriptwriter, Programmer
Construction Bob Escapes from Hell	1995	OSP Enr.	Producer, Designer, Scriptwriter, Programmer, 2D and 3D graphic design
Flame Storm : The Bratockian Saga part II	1995	OSP Enr.	Producer, Designer, Scriptwriter, Programmer, 2D graphic design
Champions of Zulula	1994	OSP Enr.	Producer, Designer, Scriptwriter, Programmer, 2D graphic design

<i><b>Title</b></i>	<i><b>Year</b></i>	<i><b>Company</b></i>	<i><b>Role(s)</b></i>
<b>The Walls of Bratock</b>	1994	OSP Enr.	Producer, Designer, Scriptwriter, Programmer, 2D graphic design
<b>Construction Bob in the Bouncing Factory</b>	1993	OSP Enr.	Producer, Designer, Scriptwriter, Programmer, 2D graphic design
<b>Xyfud Plasfoc's Earth Invasion</b>	1992	OSP Enr.	Assistant Designer
<b>The Tournament of Zulula</b>	1991	OSP Enr.	Producer, Designer, Scriptwriter, Programmer, 2D graphic design

For a thorough list of projects I worked on (including unreleased titles) please visit the projects section of [christianboutin.com](http://christianboutin.com).