

Nicholas Deslandes, Game Programmer and 3D Generalist

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LINKS

[LinkedIn](#), [Twitch](#), [Portfolio Website](#)

PROFILE

Driven and passionate programmer with 8+ years of work experience creating applications with 3D, web, and mobile technologies. Looking to leverage skills to create immersive, engaging, lasting gameplay experiences.

EMPLOYMENT HISTORY

Jan 2019 — Present

Founder and Lead Programmer, Day Lawn Games

- Initiated and currently spearheading the development of "Forest of Tails: Arena," a captivating gaming project slated for a targeted release on Steam by the end of 2023, showcasing strong leadership and project management skills.
- Conceptualized and executed engaging gameplay mechanics, intuitive user interfaces, and advanced enemy AI state machine algorithms, leveraging the power of Unity and proficiency in C# programming.
- Crafted top-tier 3D models of characters, items, and environments, employing industry-standard software including Blender, 3DS Max, and Substance Painter, resulting in visually stunning and immersive game assets.

Jun 2018 — Present

Software Development Team Lead, Department of National Defence

Kingston

- Successfully managed a development team of 15 individuals, overseeing the creation of modern solutions in diverse domains, including virtual reality, augmented reality, mobile applications, and 3D, showcasing effective leadership skills.
- Established a dedicated 3D and Virtual Reality development cell that successfully delivered and launched over 10 fully-featured training applications utilizing Unity and Unreal Engine technologies, highlighting a commitment to cutting-edge development practices.
- Created comprehensive development roadmaps and guided projects utilizing agile methodologies and popular tools such as JIRA, Confluence, and Trello, fostering efficient collaboration and project management.
- As the lead developer, spearheaded the development and launch of a virtual reality application for the Canadian Forces, managing a budget of \$600k. This widely utilized application continues to serve thousands of users annually at various events held across Canada, demonstrating successful execution and impact.

May 2014 — Jun 2018

Learning Application Developer, Department of National Defence

Kingston

- Led the end-to-end process of designing, developing, and launching 7 Android and iOS hybrid mobile applications, demonstrating effective project management and technical expertise.
- Revamped three desktop applications originally created in Unity3D, seamlessly converting them into immersive Oculus Rift Virtual Reality experiences, showcasing a knack for innovation and enhancing user engagement.
- Streamlined and modularized existing components within extensive enterprise web applications, aligning them with contemporary development standards, resulting in improved efficiency, scalability, and maintainability.

EDUCATION

Sep 2011 — Apr 2014

Advanced Diploma Computer Programmer Analyst, St. Lawrence College

Kingston

SKILLS

Unity

Game System Design

C#

Git and SVN

VR/AR

C++

Agile Project Management

Angular

Blender

Vue