

Jean-Noel Seneque

PROFESSIONAL UNITY & C# DEVELOPER

Adelaide, South Australia

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SUMMARY

I'm a multi-talented human with over 20+ years of experience in a wide range of creative experiences. I don't like to define myself by the work I have done. I define myself by the work I want to do. I prefer to keep learning, continually raising the bar and follow my passions.

SKILLS

- Unity
- C#
- C/C++
- Virtual Extended Realities Development (VR/AR)
- Shader Development (C++, GLSL)
- Modern OpenGL
- SQL Server database development skills
- Blender 2.9x

PROJECTS

[Harsh Nights, Cute or Cuddly & Trump Towers](#)

AIE Production Group Project

Learnings

2019-2020

- Three team projects where I worked closely with members of different streams (Game Designers and Artists)
- Understanding the importance of developing interlacing systems (Inventory, Quest, Dialog systems)
- Setup and maintain project management tools and version control using Perforce

[Project Mars](#)

AIE Major Production Solo Project

Learnings

2021

- Create Game Design Document, Technical Design Document and Art Bible
- Building Prototype to showcase to a panel for approval
- 3D modelling using Blender, incorporating animations from Mixamo into Unity
- Fortnightly presentation, gather feedback and iteration in a Agile Development approach
- Setup and maintain project management tools (Trello) and version control using GitHub & GitKraken.

[Lot Fourteen](#)

Ludum Dare 47 Entry

Learnings

2020

- Implementing the First person movement and interaction, Puzzle system and voice over
- Understanding Level design

Forest Demo

Learnings

2020

- Develop an immersive experience through level design, sound design and visual effects.
- Appreciate the “art” of modifying Unity Store art assets to made it unique
- Appreciating the value of using Unity Store assets instead of re-inventing the wheel
- Basic First person controls

Voxel Leper

Ludum Dare 43 Entry

Learnings

2019

- Participating in my first game jam to help identifying my strengths and weakness when working under pressure
- Going through the motions of brainstorming, feature scoping, planning, playtesting

Further more projects on itch.io

EXPERIENCE

GameDevHQ

Remote

Apprenticeship, Game Developer

MAY 2021 - Present

- Professional Game Developer Program

EDUCATION

Academy of Interactive Entertainment Ltd

Online

Advance Diploma of Professional Game Development

JULY 2020 - JUNE 2021

- 3D graphics, Artificial Intelligence, Networking, Physics & Collision, Console Hardware, Profiling, and Managing medium to large scale software projects
 - Computer Graphics
 - Complex Game Systems
 - Physics for Games
 - Proof of Concept
 - Sustainability
 - Major Production
 - Online Professional Portfolio

Diploma of Information Technology

JULY 2019 - JUNE 2020

- C, C++, C#, OpenGL, game libraries and version controls as well as developing maths, problem solving, and practical programming proficiency
 - Health and Safety in the Office
 - Maths for Games
 - Code Design and Data Structures
 - Introduction to C++
 - Artificial Intelligence for Games
 - Introduction to C#
 - Cross-platform Development
 - Production