Yves Perron

Montreal, Quebec, Canada

✉ perron_yves@hotmail.com

in linkedin.com/in/yves-perron-387b934

Summary

Bridging the gap between Art and Technology

I'm not sure it's possible to put a label on this guy but one thing is certain, Yves has a thirst for knowledge and he is a very versatile person. The short story, he's a self-taught software developer with an extended artistic background living and freelancing for various game and post production companies in Montreal.

Over time, he traded his paint brushes and turpentine for a mouse and keyboard but it doesn't mean he doesn't like to get his hands dirty. Used to being thrown into the lion's cage, his arsenal of experiences makes him an open-minded team player and he is always eager to participate in any challenges that might seem impossible. Simply put, he has a vision of an artist and the mind of an engineer.

To name a few, his contribution in CG Art production on game titles like Prince of Persia - The Sands of Time and Rainbow Six - Raven Shield at Ubisoft, Technical Scripter on Tomb Raider - Ascension at Eidos, Software Engineer at Electronic Arts, Gameplay Programmer on different projects and Technical Director on the motion picture Riddick (2013), make him think outside the box and he understands the importance of making use of his expertise to connects the dots and custom fit its client's specific needs.

Professor of digital painting at the NAD (National Academy of Design) and also, at the other end of the spectrum, teaching Video Game Programming at ISI (Information Sciences Institute). It's fair to say that giving back to others is important to him and he is proud to have collaborated with extraordinary and talented people and that many of his students have successful careers in the video game industry. One key aspect of a good leader he says is that "One way or another, a good leader should be prepared to share leadership." At this time, he's very enthusiastic in contributing to shape the future of interactive entertainment and to push the boundaries of virtual reality forward.

Experience

Technical Director
MELS
Sep 2020 - Present (2 months +)
• VR Production operator with Unreal Engine
• VR Scouting development

Generalist Programmer
Reflector Entertainment
2018 - Sep 2020 (2 years 9 months)
• Develop real-time 360 projection infrastructure on PY1 with Unreal Engine
• AR development Magic Leap and HoloLens
• VR development Unreal Engine

Senior Software Developer (Side Project)

Hymedia

2004 - 2020 (17 years)
• Develop a 3D engine/editor (C++)
• Cross-platform (Windows, Linux and OSX)
• Develop a plugin framework for Autodesk | Softimage, Maya & 3ds Max

Features:
• Audio playback & 3D sounds (Fmod)
• Custom user interface (Qt GUI framework)
• Motion-graphic rendering architecture (OpenGL)
• NVIDIA physic engine (PhysX)
• Scripting language (Lua & Python)
• Shading language editor (GLSL)
• Source control manager (Perforce)
• Timeline synchronization (MIDI Timecode)
• Video 360/Stereoscopic playback (FFmpeg & VLC)
• VR support (SteamVR)

Web API:
• Quixel Megascans
• RapidAPI
• Shadertoy
• Sketchfab
• Youtube video downloader

Unity Developer
Dpt.
2017 - 2017 (1 year)
• PC development for interactive project (Unity)
• Real-time motion capture (Leap Motion)

Teacher
Institut supérieur d'informatique ISI
2017 - 2017 (1 year)
• Collaborate in the creation of the video game program for programmers
• Teach game development with Unity engine

Unity Programmer
Playtika
2016 - 2016 (1 year)
• iOS and Android development (Unity)

Unity Developer
Space&Dream
2016 - 2016 (1 year)

• iOS and PC development (Unity)

Senior Gameplay Programmer

Dec 2014 - 2015 (1 year 1 month)
• Develop a multiplayer shooter game with a licensed Unreal Engine 4 (H-Hour | World's Elite)
• Implement game rules and gameplay features (C++ and UE4 Blueprint)
• Assist Iron Belly Studios implementing user interface and HUD (C++ and UMG UI Designer)
• Assist Code Beast implementing Steam framework in UE4 source code
• Collaborate with team members to solve audio integration challenges
• Collaborate with game testers to track and fix bugs
• Collaborate with the community to determine the development road map
• Build master, compiling, cooking and pushing builds on Steam Works
• Work closely with IT engineers to implement game server's architecture and procedures

Software Engineer

EA Mobile

Jul 2014 - Oct 2014 (4 months)
• iOS and Android development (Unity)
• Develop localization system
• Implement monetization (Google Ads)

Lead Gameplay Programmer

Aug 2013 - Feb 2014 (7 months)
• Work with the creative director to develop a proof of concept of a tactical military shooter game (H-Hour | World's Elite)
• Establish best practices and procedures for the game development pipeline
• Lead the programming team to improve a licensed Unreal Engine 3
• Lead game features programming and oversee their execution and implementation
• Assist as technical direction within the team
• Collaborate with team members to solve character navigation, interaction and animation challenges
• Work on character navigation, camera interaction and player's controls
• Implement player's action manager system
• Implement a weapon load outs tuning system
• Implement player's interactive actions mechanics
• Implement Perforce as content management system
• Work closely with IT engineers to implement user access and server permissions
• Communicated pipeline walkthroughs and tools updates to team members

Technical Director

2012 - 2013 (2 years)
• Develop a computer graphics interchange framework for Maya, Softimage, Houdini and Nuke (Riddick)
• Develop a custom transform cache (Python/C++)
• Develop various tools for Autodesk | Softimage & Maya (Python/C++)
• Improve artist's production workflow

Senior Technical Scripter

Eidos-Montréal

2011 - 2012 (2 years)

• Work closely with programmers, level designers and artists to develop gameplay features (Tomb Raider | Ascension)
• Work closely with audio designers on the voice over and sound-FX pipeline
• Develop a multiplayer bark and music manager system
• Develop a fully interactive weather system (wind, clouds, rain and thunder)
• Implement interactive in-game tutorials
• Create interactive, breakable, explosive, ignitable and physics-based objects
• Integrate cinematics, music, sound-FX and dialogs
• Implement combat scenarios, cooperative puzzles and boss fights
• Work on player's inputs and motion controllers
• Work on multiplayer synchronization and level streaming
• Prototype physics-based gameplay mechanics

Senior Technical Artist

Ludia

2011 - 2011 (1 year)

• Image processing (The Price is Right)

CG Artist

2007 - 2009 (3 years)

• Modeling and texturing for military simulation-based products

Technical Artist

Ludia

2007 - 2007 (1 year)

• Character rigging (American Idol)

Technical Artist & CG Supervisor

Vox Populi

2004 - 2007 (4 years)

• Establish a 3D production pipeline for television (Teletoon)
• Modeling, texturing and character rigging (Et Dieu crea... Laflaque | Radio-Canada)

CG Artist

Behaviour Interactive

2006 - 2006 (1 year)

• Environment texturing for the green light demo (WET)

Digital Matte Painter

Cirque du Soleil Entertainment Group

2005 - 2005 (1 year)

• Digital matte painting for a live show in Las Vegas (Beatles | Love)

Teacher
NAD, School of Digital Arts, Animation and Design - UQAC

1999 - 2005 (7 years)

• Teach Adobe | Photoshop & Autodesk | 3ds Max in the video game program

Software Developer
Montreal Science Centre

2003 - 2004 (2 years)

• Develop an interactive motion-capture software (C++)

CG Artist
Ubisoft

2002 - 2004 (3 years)

• Character modeling, texturing, rigging and hair simulation (Prince of Persia | The Sands of Time)
• Character modeling, texturing, rigging and hair simulation (Rainbow Six | Raven Shield)

CG Artist
Neurovolt - Uppercut software

1998 - 2001 (4 years)

• Texturing and digital matte painting (Frostbyte | Snowmobiles Racing Game)

Education

Ubisoft Campus
AEC/ACS, Video Game Level Design & Architecture

2009 - 2010

Modding with Half-Life 2 SDK (C++)

ICARI
AEC/ACS, 3D Animation Program

1996 - 1997

Concordia University
Bachelor's Degree, Design Art

1994 - 1995

Ahuntsic College
DEC, Graphic Design

1991 - 1994

Skills

Texturing • 3D • Video Games • Shaders • Character Rigging • Rigging • Post Production • Maya • XSI • Motionbuilder