

Nicolas Boyer

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EDUCATION

Concordia University <i>Bachelor of Computer Science, Obtained</i>	Montreal, QC Jan. 2023 – Dec. 2025
Champlain College Saint-Lambert <i>DEC in Social Sciences Commerce Option, Obtained</i>	Saint-Lambert, QC Sept. 2020 – Dec. 2022

WORK EXPERIENCE

Unity C# Developer <i>Unity, Git, C#</i> <i>University Of Montreal Internship, Part-Time</i>	Sept. 2025 – Dec. 2025 Montreal, QC
<ul style="list-style-type: none">Contributed to the development of educational games in the laboratory of Dr. Neerusha Grokol.Programmed and Implemented UI elements, settings, gameplay elements, and localization using C# and Unity to ensure the game was accessible and enjoyable to play for all players.	
Event Coordinator and Treasurer <i>Organization and Community Involvement</i> <i>Concordia Game Development Part-Time</i>	Jan. 2023 – Oct. 2024 Montreal, QC
<ul style="list-style-type: none">Kept Concordia's University's game development organization's plans realistic and organized by making financial plans and budget proposals.Aided the game development community by acting as a mentor and supervisor during events.	

PROJECTS

RPG Game <i>Unity, Git, C#</i>	May 2025 - June 2025
<ul style="list-style-type: none">Created a single player experience similar to Diablo with weapons, combat, levelling up and equipment.Implemented all of the game's features as a one person team.Utilized Scriptable Objects and Interfaces to keep the codebase organized.	
A.I. Fake News Detector <i>Python, NumPy, Scikit-learn, Google Colab</i>	February 2025 - April 2025
<ul style="list-style-type: none">Developed a machine learning model using Google's BERT to make predictions on statements from political figures, news and social media.	
Rain Scene <i>C++, OpenGL, Docker</i>	Jan 2024 – April 2024
<ul style="list-style-type: none">Developed a program that simulates a scene in which rain falls upon a street containing a tree and a park bench.Utilized different types of lighting and textures to achieve a relaxing look and feel.	

AWARDS

- 1st place in the EduClasse Game Jam organized by University of Montreal in 2025.
- 1st place at Concordia's 48 hour Global Game Jam site in 2025.
- 3rd place at Concordia's 48 hour Global Game Jam site in 2023.

TECHNICAL SKILLS

Programming Languages: Java, Python, C/C++/C#, JavaScript, HTML/CSS, GML
Spoken Languages: English (Native), French (Fluent)
Developer Tools: Git, Docker, VS Code, Visual Studio, PyCharm, IntelliJ IDEA, Eclipse, Unity, GameMaker
Libraries: NumPy, Matplotlib, scikit-learn

CERTIFICATIONS

RPG Core Combat Creator Unity C# - [GameDev.TV](#), Ben Tristem, Rick Davidson & Udemy, Issued July 15, 2025
Rational Game Design - Ubisoft, Issued October 7, 2024
Complete C# Unity Developer 2D - [GameDev.TV](#), Ben Tristem, Rick Davidson & Udemy, Issued September 12, 2019